

THE AMERICAN GO JOURNAL

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American GO Association

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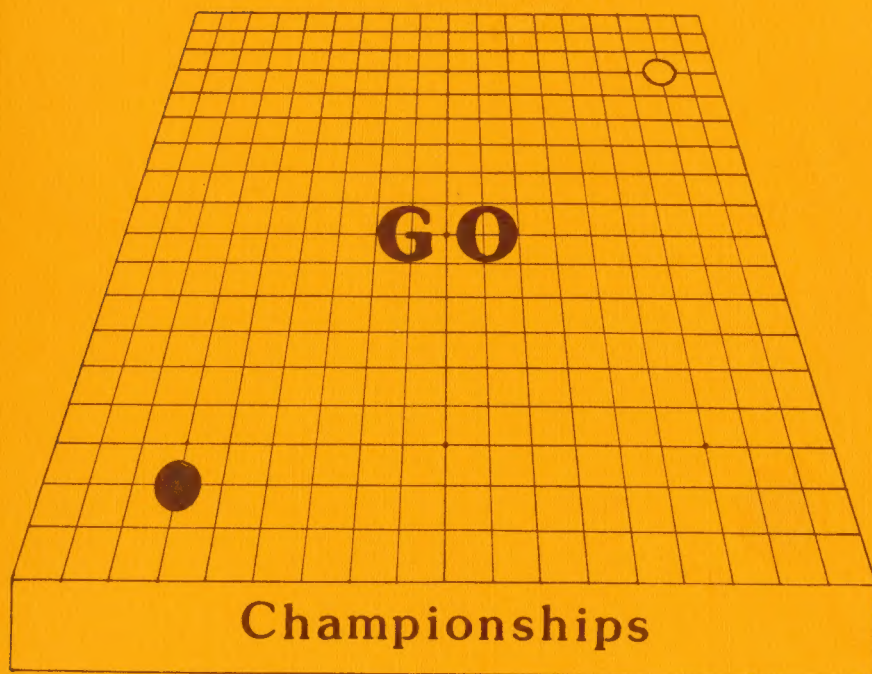


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GO

An ancient board game which takes the simplest of elements: line and circle, black and white, stone and wood, combines them with simple basic rules, and generates subtleties which have enthralled players for millenia. Go's appeal does not rest solely on its oriental, metaphysical elegance, but on practical and stimulating features in the design of the game.

Go is easy to learn. The few rules can be demonstrated quickly and grasped easily. The game is enjoyably played over a wide range of skills. Each level of play has its charms, rewards, and discoveries. A unique and reliable system of handicapping brings many more players "into range" for an enjoyable contest even between those of greatly differing skill. Draws occur in less than 1% of all amateur games. A game of Go retains fluidity and dynamism far longer than comparable games; an early mistake may be made up, used to advantage, or reversed as the game progresses. There is no simple procedure which will turn a clear lead into a victory - only continued good play. Go thinking seems to be more lateral than linear, less dependent on logical deduction, and more a matter of a "feel" for the stones, a "sense" of shape, a gestalt perception of the game.

Beyond being merely a game, Go can take on other meanings to its devotees: an analogy for life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, a mental "workout", or, when played well, a beautiful art in which white and black dance in delicate balance across the board. But most important for all who play, Go, as a game, is challenging and fun.

AMERICAN GO JOURNAL

The AGJ is the sole national publication of the AGA. It provides news, game commentary, instruction, and articles of general interest for Go players of all strengths. Published six times a year, it is free with the \$12 yearly membership in the AGA. Back issues: @\$2; volumes: @\$7. The American Go Journal is protected by the copyright laws. Reproduction in any form is forbidden without written permission of the American Go Association, P.O. Box 397, Old Chelsea Station, New York 10113.

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1980 U.S. Championships - August 30th & 31st

Come One, Come All!

Last year 141 players thronged to the combined Eastern and Western events! Come and see the strongest amateur players in the country battle for places on the 1981 World Amateur Championship team; come and play your closest and toughest competition!

Both East and West are MacMahon style, 6 round tournaments. No one is knocked out; players of equal strength are paired. Prizes awarded at all strength levels. AGA membership required for all participants in the East and all those 5 kyu and stronger in the West. (AGA membership - \$12 with the American Go Journal/ \$4 without - available at the tournaments.)

East Hotel Lexington, New York City. Registration: 9 - 9:30 am Sat. 30 Aug. Fees: Dan players: \$12; 1-5 kyu: \$10; 6-10 kyu: \$8; 11+ kyu: \$6. For more information, advance registration, and accommodations contact: Terry Benson/60 W 68th St/NY, NY 10023. (212) 724-9302.

West Salvatori Computing Center, University of Southern California, Los Angeles. Fees: Dan players: \$8; 1-5 kyu: \$5; Non-AGA rated handicap tournament for players below 6 kyu: \$3. For more information contact: Richard Dolen/ 2329 Kansas/ Santa Monica, CA 90404. Tel.: (h) 213-828-0478 or (w) 213-743-2957.

THE 1980 CANADIAN NATIONAL CHAMPIONSHIP

The 1980 Canadian National Championship will be held in Montreal on October 11, 12 and 13, 1980. This will be an open tournament, but all entrants must be members in good standing of the national association in their country of residence. There will be many prizes and trophies for players of all ranks, including the trophy and title of Canadian Open Champion for the winner.

The Canadian citizen with the best result will represent Canada in the 1981 World Amateur Championship.

The main tournament will be a six-round Swiss McMahon played in the first two days. Tie-breaker games, if necessary, will be played on the third day.

The CGA has asked the Nihon Ki-in to send a professional player to the tournament, and, in hope of an affirmative answer, has scheduled the third day of the tournament to include simultaneous games with the professional, and commentary of an important game, as well as a handicap blitz tournament open to all players.

There will be an entry fee of \$15 for Dan-level players, \$10 for 1-kyu to 10-kyu players, \$5 for 11-25 kyu players. The deadline for pre-registration is October 1. All checks should be made payable to: Association Quebecoise des Joueurs de Go.

For further information contact: Tibor Bogner, 7600 Lajeunesse #511, Montreal H2R 2Z8.

PEOPLE'S REPUBLIC OF CHINA TOUR

John Goon of The Greater Washington and U. of Maryland Go Clubs is looking for funding sources to cover the substantial costs involved in bringing a Chinese team to the United States.

Anyone interested in aiding the fund raising effort for this important trip please contact John Goon, 2114 Saranac St., Adelphi, Md. 20783.

BIG BROTHER CHANGED OUR ZIP CODE!

The United States Post Office, in its infinite wisdom, has decided that we needed a new Zip Code for expedited delivery. I know everyone wants things handled faster, but having just printed enough stationery to last a decade, we are caught in a nasty suji. Anyhow, the AGA's new Zip is 10113.

Please use it whenever possible and ignore the old Zip you may find on stationery or publications.

TOURNAMENT AND EVENT CALENDAR

25 July - 9 August: EUROPEAN GO CONGRESS, Linz, Austria. Contact: Anton Steininger, Wienerstrasse 69, A 4020, Linz (0732-518722).
 27 July: NEW YORK GO CLUB SUMMER TOURNAMENT, NY, NY.
 30&31 August: 1980 UNITED STATES CHAMPIONSHIPS. Eastern Site: Hotel Lexington, New York City. Western Site: Los Angeles. Details on page 3.
 28 September: NEW YORK GO CLUB CHAMPIONSHIP, NY, NY.
 3-5 October: German Championships, Bad Marienberg, Westerwald. Contact: H. Heidrich, Am.Rittersberg 42, D 4000 Düsseldorf.
 11-13 October: 1980 CANADIAN NATIONAL CHAMPIONSHIP. Details on page 3.
 Contact: Tibor Bognar, (514) 274-1096.
 16 November: NEW YORK GO CLUB AUTUMN TOURNAMENT, NY, NY.
 1-4 January, 1981: London Open Go Congress. Contact: Gary Roberts, 49 Sheperds Bush Rd., London W 6, Great Britain.

 WHAT A DIFFERENCE A YEAR MAKES

We made a mistake in last issue's Tournament and Event Calendar. In our zeal to include any and all tournaments we included a number of Portland area tournaments from LAST YEAR. How the slip of paper which had them on it found its way into the "This Issue" file is still undetermined. We are very sorry.

We would like to include more tournaments in the Calendar, but few organizers (including some of the most important) let us know about them early enough (if at all). Even after the fact, we'd like to report every tournament in the country. We just need your help. Send B&W pictures if you can, a grid and a write-up if possible. The tournaments which have been publicized over the years have maintained themselves and grown. Yours can, too!

 HONINBO MONTREAL

by Tibor Bognar

This title has been established by the Montreal Go Club this year; from now on it will be awarded annually. Competition is restricted to players residing in the greater Montreal area.

This year the title has been decided by a round-robin tournament among the top six Montreal players. The winner, Honinbo Montreal 1980 is Mr. Osamu Yokota, 5-dan. Second: Myung Kyu Chung, 3-dan. Third: Yuzo Ota, 3-dan.

From next year on, the six member league will produce a challenger who will face the Honinbo of the previous year in a best of three final. Mr. Chung and Mr. Ota have retained their places in the 1981 league; the four other places will be awarded according to Montreal players' performances in the upcoming Quebec Open and Canadian Open tournaments.

 GO IN CALIFORNIA

The newly formed Sonora County Go Club meets Tuesday evenings 7-10 pm at Santa Rosa Junior College., Contact: Jerry Joldersma, 24080 Ft. Ross Rd., Cazadero, Ca. 95421.

GO IN CLEVELAND

The Cleveland Go Club meets at the South Euclid Cuyahoga County (Lyndhurst) Library, 4645 Mayfield Road, Cleveland, Ohio 44121. The Club meets every other Thursday and has over 30 members. Contacts: Barbara Brown, 2680 North Moreland Blvd., Shaker Hts., Ohio 44120; T. Clark Tufts, 3304 Chalfant Rd., Shaker Hts., Ohio 44120.

SEN SUZUKI SETTLES IN SEATTLE

A Go "dojo" (club/school) has been opened in Seattle by Sen Suzuki, a Nihon Kiin teaching professional. Mr. Suzuki moved to the U.S. this March after several years as sensei of a Go club in Copenhagen, Denmark. He is very hopeful of building up a large Go community in the Northwest, long an under-attended Go area.

Mr. Suzuki's 10-board club is in his house and is open daily (except Monday) from 2 pm to midnight. He reports that he has 30-40 players who attend at various times. The monthly charge for club play is \$20. Mr. Suzuki prides himself on his teaching. His rates are well below those in Japan and roughly comparable to rates for private teaching in piano, guitar, dance, etc. Private lessons: \$20 (\$15 for students), a "monthly" set of 4 lessons: \$60. Simultaneous games are usually \$10. He has travelled several times to Portland and Vancouver, B.C. (with a minimum \$ guarantee) to teach and play simultaneous games. The reports of his visits have been very good.

Clubs or individuals interested in his services should contact him directly:

Sen Suzuki, 4012 3rd Ave., Seattle, WA 98107 (206)784-9671.

GO IN PORTLAND
by Michael Rosen

The New Portland Go Club meets Tuesday nights from 7 to 11pm at Endgames, 401 SW 4th, Portland. From 15 to 20 people come and play every week. There are also clubs at Tektronix (a local electronics manufacturer) and in Salem (45 miles south of Portland). The Salem club meets twice a week! Sensei Suzuki, a teaching professional currently living in Seattle, has come down to Portland at least a couple of times to play teaching games. When he comes down, we all gather for a solid weekend of Go.

Our spring tournament was a handicap tournament, held May 30. The results were as follows:

1st division (2k - 5d)	1st - Dan Bump, 3d; Forest Grove, OR
	2nd - Michael Alford, 2k; Eugene, OR
2nd division (3k - 10k)	1st - Karl Baker, 5k; Ashland, OR
	2nd - Bill Camp, 7k; Seattle, WA
Beginner's division	1st - Carl Honey, 15k; Beaverton, OR

We had 20 players, coming from Washington and all over Oregon. Considering Portland's relatively small size compared to other West Coast Go cities, and the lack of a major university, Portland's Go scene is active. Go seems to be a snowballing type of activity. If only a few players came on Tuesday nights, interest would drop off. But with alot of active players, a new player's interest is sparked by the level of activity whithin the club. Also, the level of interest is maintained among the active and experienced players as well.

If you are planning on coming out this way, please get in touch with me: Michael Rosen, 6126 SW Hood, Portland, OR 97201; (503) 246-2529.

GO IN FLORIDA

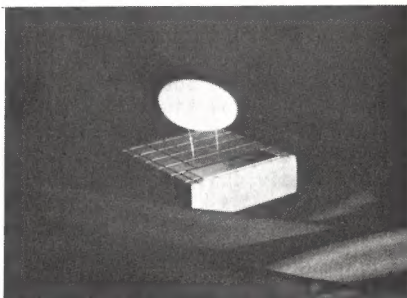
Go players in South Florida can find a game at the Hallandale Bridge and Backgammon Sturio, 800 E. Hallandale Beach Blvd., Hallandale, Fla. 33009. (305) 457-7328.

Is There Go In Denver? YES!!

by U. Tamm

In the Denver area several hundred games are played every week spread over three major clubs: The Denver Go Club, the Korean Go Club, and the CU Boulder Go Club. There is a wide range of strength, from 25-kyu to 5-dan. All clubs are open and newcomers are welcome. Cost of play is from negligible to free.

On March 2nd, the First Inter Club Match was held between the Korean Club and the CU Boulder Club. A total of 28 players participated with the CU Boulder Club winning by 7.5 to 6.5. However, the win was assisted by pre-match negotiations for handicap - so another match is planned for spring. This time more games will be played and smaller handicaps will be allowed. The match was well received and demonstrated a definite need for inter-club play. The event was covered by a major paper, The Rocky Mountain News. The attractive trophy presented to the winning team was dubbed the "Winner's Stone." (Photo at right.)



Korean Club (White)		BU Boulder Club (Black)		HCAP	RESULT
NAME	RANK	NAME	RANK		
Jin Lee	5-d	Bokuji Komiya	4-d	-	0,1
Chan Lee	5-d	Tom Miyake	2-d	2	1,0
Bum Mang	3-d	Ira Becker	1-k	4	0,1
Kee Mwang	1-d	Jim Pacha	1-k	2	1,0
Young Kim	1-k	Joe Hogan	1-k	-	1,0
Moon Cha	1-k	Chin Chao	3-k	2	TIE
Sun Song	2-k	Victor Traibush	3-k	-	0,1
Yang Myong Kim	2-k	Ulo Tamm	5-k	4	1,0
Tae Lee	4-k	Mark Chisholm	5-k	-	0,1
Suk Yun	3-k	Steve Plate	6-k	3	0,1
Hang Noh	3-k	Robert Storrs	7-k	4	1,0
Young Park	4-k	Larry Esposito	8-k	5	1,0
Dong W. Kim	7-k	John Kubes	9-k	4	0,1
Tae Cho	6-k	Colin Barnhorst	6-k	-	0,1
					<hr/> 6.5 - 7.5

For Go playing there are 3 clubs in the greater Denver area:

Denver Go Club	Korean Go Club	CU Boulder Go Club
2109 N. Lawrence St.	5200 E. Colfax	On CU Campus, Boulder
Denver, Co.	Denver, Co.	UMC Building, Rm 425
Sunday, 2 pm &	Saturday, 6 pm	Tuesday, 7 pm
Tuesday, 7 pm	Contacts:	Contacts:
Contacts:	Rim Chung 789-5431	Ira Becker 433-5677
John Colson 674-3216	(after 10 am)	(after 6 pm)
(after 6 pm)	Kee Hwang (at club)	U. Tamm 466-2865
Tom Miyake 832-9942	U. Tamm 466-2865	(after 5 pm)
(after 6 pm)	(after 5 pm)	
U. Tamm 466-2865		
(after 5 pm)		

THE SECOND YEAR OF THE WORLD AMATEUR CHAMPIONSHIPS
by Dennis Bjerstedt and Terry Benson



Opening Ceremony - Assembly of
players and captains

The center piece in the growth of world Go, the World Amateur Championships, was held this March in Tokyo. The event was more successful and better run (if that is possible) than last year's precedent-setting tournament. The sponsor, Japan Air Lines, and the organizer, the Nihon Kiin, again deserve the thanks of Go players throughout the world for initiating and sustaining the event which has raised the international awareness of Go to its highest peak.

This year's tournament provided more than its share of surprises. The Chinese team demonstrated its great depth by sending three powerful players, all "juniors" - under 26. They were none the less expected to continue China's domination of the upper places. (Last year China took 1st, 2nd, and 4th.) But last-round victories by Imamura Fumiaki and by Japan's "grey panther", Yasunaga Hajime (79), secured 1st and 3rd for the home country.

A European made the final eight this year.

That it was Ronald Schlemper of Holland was no surprise to those who have watched his progress from being the enfant terrible of European Go. Ronald will reportedly interrupt his medical studies at the University of Leiden to study professional Go in Japan for a year. He is certainly the brightest of Europe's hopes for a second professional player. (Manfred Wimmer of Austria is a Kansai Kiin 2-dan.) If Ronald can reach Shodan quickly and return to Europe next year it will balance out the expected return to the U.S. of James Kerwin, our pro, in 1981.



Opening Ceremony
Officials' Platform

The U.S. team made an excellent showing - easily the best of any non-Oriental team and close to that of the Koreans. Kyung Kim, 1979 U.S. Champion, finished 7th. He beat Fernando Aguilar of Argentina by resignation and then surprised Lee Sang Choul of Korea with a $10\frac{1}{2}$ -point victory to make the final eight. He was then cut down by Imamura, although only by $5\frac{1}{2}$ points. Komori of Japan also



Kyung Kim, US Champ vs Fernando Aguilar Argentina



Takao Matsuda vs John Power, Editor of Go Eastern US rep. World & Australian rep.

found Kim's measure (by $11\frac{1}{2}$), but Kim was too strong for Schlemper and beat him by $9\frac{1}{2}$ in the playoff for places 7/8.

This was not the first time Takao Matsuda, one of the premier U.S. players for many years, had played in an amateur tournament in Japan. In 1959 he was the youngest contestant in the annual amateur Honinbo tournament. In that long-ago

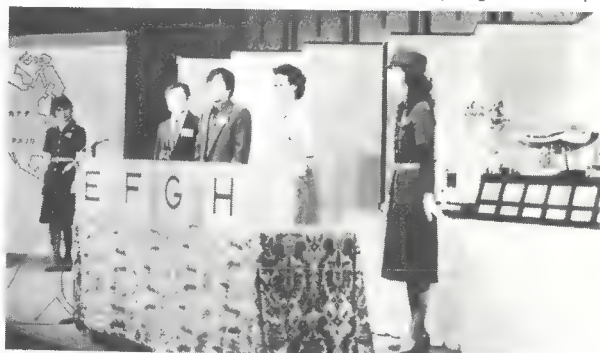
straight knockout event Takao lost his first round match by $1\frac{1}{2}$ points. This year he had an excellent 4-2 record in finishing eleventh. His first round game was an easy victory over John Power, Editor of "Go World" magazine, representing Australia. In the second round Takao lost by resignation to Komori of Japan and missed making the final eight. He went on to beat Chang of Brazil (in a game commented on later in this issue) and Tsutsumi, the Japanese Ladies Champion, before losing a heartbreaking half-point game to Han, #2 on the Korean team. In the playoff for 11/12 he beat Kang Seun-Beum, #1 on the Korean team, by resignation. He commented later that he now knows "the Korean players can be taken." The third member of the U.S. team was Ned Phipps of Berkeley. His 1st round game had the most unusual outcome of the tournament. Ned won the instant his opponent (Matsui Takeshi of Brazil) made his second move in a row! Ned's second round opponent, Ronald Schlemper, was not so accommodating and Kang Seun-Beum eliminated Ned in the first consolation round. Seju Lee, the Canadian Champion and the fourth member of the North American team, lost in round 1 to Wang Ch'un of China (who finished ninth). In the first losers round Seju was upset by Eduardo Lopez Herrero, 3-dan of Argentina by $6\frac{1}{2}$ points.



Matsui, Brazil vs Ned Phipps
Western US rep.

This year's World Amateur Championships had 32 players from 20 countries. The new countries added were Denmark, Switzerland, Poland, Czechoslovakia and Hong Kong. Next year the 3rd World Amateur Championships will be held with several new countries represented. As the number of players will be kept at 32, those countries previously sending 3 or 4 will send fewer representatives. The U.S. will send only 2 players to the 1981 event plus a non-playing team cap-

tain. The Russians were invited this year but declined. The week's festivities began with an impressive reception the evening before the first round of play. Contestants were introduced and drew numbered fans to determine the pairings for the first round. The pairing system was designed to avoid early games

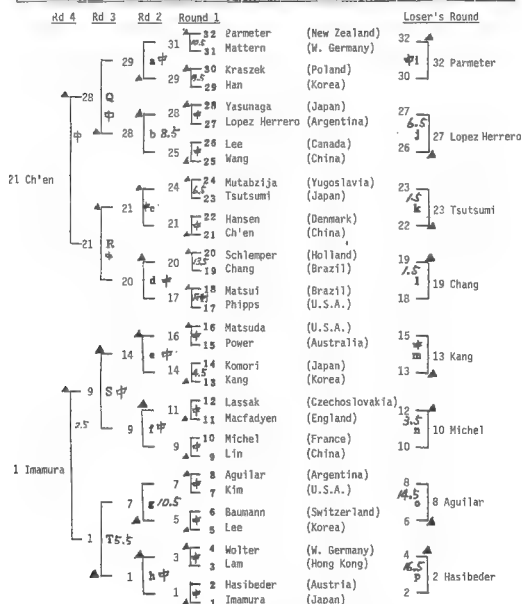


US Team Selecting 1st Round Pairings

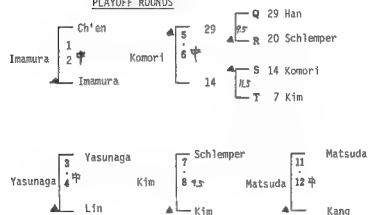


General View - Round 1

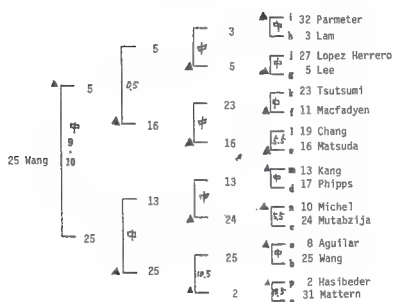
第2回 世界アマチュア囲碁選手権戦 THE 2ND WORLD AMATEUR GO CHAMPIONSHIP



PLAYOFF ROUNDS



CONSOLATION ROUND

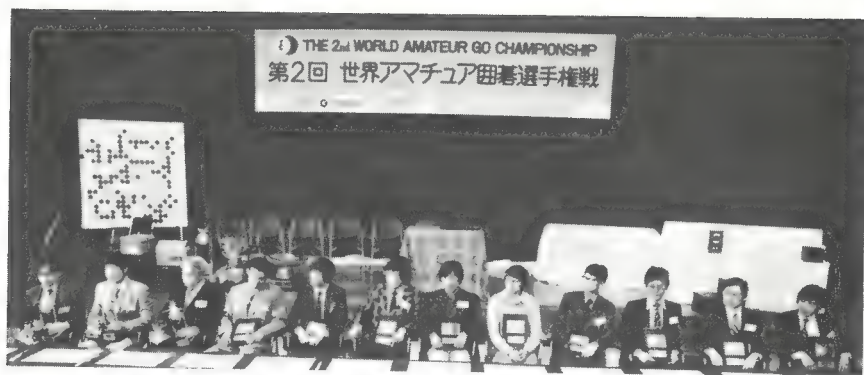


between players from the same team or between the top seeded players.

The chart at the left summarizes the results of the main tournament.

Several professional players including Sakata, Otake and Shirai were deeply involved in tournament activities. Many others dropped by to view the action, in particular Kobayashi Chizu, who was able to renew her friendships with the many Go players who have met her on her trips overseas.

Outside the severe quiet of the tournament rooms was a hub-bub of activities. The Japanese hosts have always been anxious to show the Western players around the town. The Nihon Ki-in building in Ichigaya has superb facilities including a Go store with reasonable prices, a restaurant, an informal playing room, a few guest rooms, and the professional playing rooms. It is centrally located and convenient (about 3 minutes walk South-East) to the Ichigaya train station. This station is about ten or fifteen minutes by train from Ginza, Shinjuku and other main tourist areas in Tokyo. Japan Air Lines is quick to supply you with maps. If you have taken the trouble to learn some Japanese language and customs, keep practicing, as it comes in handy and is great fun! If you have not



The Winners (From 1st to 12th place - left to right)

- | | | |
|------------------------|---------------------------|-------------------------|
| 1st - Imamura (Japan) | 5th - Komori (Japan) | 9th - Wang (China) |
| 2nd - Ch'en (China) | 6th - Han (Korea) | 10th - Lee (Korea) |
| 3rd - Yasunaga (Japan) | 7th - Kim (U.S.A.) | 11th - Matsuda (U.S.A.) |
| 4th - Lin (China) | 8th - Schlemper (Holland) | 12th - Kang (Korea) |

visited Japan previously you will probably be surprised at the massive Western influence including fast food chains. Japan relies heavily on international trade, so you may also be impressed with the systematic efforts being made to teach English and other major foreign languages. The Team Captains had business to take care of, too. During the tournament committee meeting held on the first day of play, there was discussion which gives hope that a World Go Association can be organized in the near future. The Japanese representatives reported that they will try to stir up more interest in this before the 1981 meeting in Tokyo. The Chinese representative expressed keen interest and the Korean Go establishment seems interested in hosting the World Championships sometime in the future.

The impression from the discussions that took place is that we will probably see a lot more interaction between the West and the Go organizations in China and Korea. Go clubs in cities which have not had visits by overseas Go players or professionals may be able to organize them through the national Go organizations. As an example, Mitsukashi Travel Service has organized a visit to Calgary for fourteen strong Dan players from Tokyo for early June. The American and Canadian Go Associations can be contacted for more information on these opportunities.

Contacts established during the tournament also produced a proposal by the South American Go Association that an "Americas Tournament" be established and held alternately in North and South America. Since the countries involved already select national champions, the "only" details to be worked out are a time, a place and the financing method for the first tournament. Airfare is, of course, the major expense. Hopefully someone will appear who has substantial influence with an airline that flies between the two continents. Failing that, a computer network or telephone link might allow a match such as the U.S. Championships played by telephone from 1967-1976.

As the fall approaches we can begin the preparations for the U.S. and Canadian Championships. Let us build up these events to provide the testing ground for our future Champions. How about a player in the top 4 in 1981?!

Photos of Kim, Phipps & U.S. Team by Dennis Bjersetdt.
All other photos by the Nihon Ki-in.

American Go Association
 P.O. Box 397
 Old Chelsea Station
 New York, New York 10113

To the AGA:

Thank you for your cooperation and help with the 2nd World Amateur Go Championship. The big event was successfully concluded on March 29, and we feel that this could not have been accomplished without your support. We would like to express our hearty delight on the progress your association has made.

At the meeting of Tournament Committee on March 29 the sponsors, Nihon Ki-in and JAL, formally announced the Tournament Rules and Conditions for the 3rd World Amateur Go Championship. We requested each country's Go association that attended this year to also participate in next year's Championship.

In order to simplify the entry procedure, we have already asked the officials and representatives from all the countries that participated to submit an entry application for the 3rd World Championship.

For your reference we are enclosing copies of the Tournament Rules and Conditions as well as an entry application.

Sincerely,
 Makoto Ito
 Tournament Office
 The World Amateur Go Championship

The 3rd World Amateur Go Championship

The AGA is very glad to hear of the well advanced plans for the 3rd World Amateur Championship. Below is a portion of the Rules for the 1981 event.

1. Tournament sponsors: The Nihon Ki-in, Japan Air Lines
2. Support: The Ministry of Foreign Affairs, the Agency for Cultural Affairs, the Japan Foundation
3. Venue: The Nihon Ki-in (7-2 Gobancho, Chiyoda-ku, Tokyo 102. Tel. (03) 262-6161)
4. Date: Orientation and Reception: Monday, March 9th
 Tournament: Tuesday, March 10th to Saturday, March 14th, 1981
5. Participants: 32 players from 24 countries
 - ASIA: 11 players (5 countries)
 Hong Kong-1, Japan-3, People's Republic of China-3, Republic of Korea-3, Philippines-1
 - EUROPE: 14 players (13 countries)
 1980 European champion plus one player from each of the following countries: Austria, Czechoslovakia, F.R.Germany, France, German Democratic Republic, Netherlands, Poland, United Kingdom, U.S.S.R., Yugoslavia, Denmark, Sweden, Switzerland
 - NORTH AMERICA: 3 players (2 countries)
 Canada-1, U.S.A.-2
 - OCEANIA: 2 players (2 countries)
 Australia-1, New Zealand-1
 - SOUTH AMERICA: 2 players (2 countries)
 Argentina-1, Brazil-1

Supplementary Notes

1. Guest members of the committee

A. One official from each of the following countries or organisations will be invited to attend the tournament.

i) U.S.A. ii) South American Go Federation iii) Australia iv) U.S.S.R. v) People's Republic of China vi) Republic of Korea vii) European Go Federation viii) Japan

B. The officials will supervise and assist the players or teams designated by the tournament organisers.

C. The guest officials are requested to forward the designated entry form, together with five passport photos (5 cm x 5 cm), to the Tournament Office by the 20th December. In the event the entry forms do not reach the tournament office by the 20th December, the invitation will be cancelled.

2. Selection of Representatives

The Go associations or organising bodies of the countries participating in the tournament are requested to complete the selection of their national representatives by the 20th November, 1980, and to inform the Tournament Office of the relevant details such as name, address etc. by the 30th November.

Note: All representatives must be nationals of the country they represent.

3. Entry

A. Formal application is to be made on the official entry form.

B. Entry forms must reach the Tournament Office at the Nihon Ki-in by the 20th December, 1980.

C. Five full face black and white photos (5 cm x 5 cm) are to be included with the entry form.

4. Disqualification

Competitors will be disqualified if their entry forms do not reach the Tournament Office by the 20th December, 1980.

GO World

A bimonthly magazine covering the Japanese Go scene with games from the top tournaments, reporting major Go events throughout the world, and offering comprehensive instructional articles for both weaker and advanced players on new joseki, original handicap tactics, endgame, etc. Subscribe with The Ishi Press, Inc, CPO Box 2125, Tokyo, Japan. Annual rates (6 issues): Seamail: 4380 ¥. Airmail: 6200 ¥. Single issues (sea): 730 ¥. Back issues available from #1. Inquire about club discounts.



GO AT PENN STATE

Players at Penn State are attempting to form a chapter. Contact: Roger Richards, 718 E. Foster Ave., State College, Pa. 16801.

GO 'IN TUCSON

The Tucson Go Club meets Wed. at 7:30 pm at the University of Arizona. Contact: Richard Schaffer, 643 E. Lee, Tucson, Ariz. 85705. (602)623-3160.

WORLD AMATEUR CHAMPIONSHIPS GAME: MATSUDA (USA) VS. CHANG (BRAZIL)

Black: Takao Matsuda (USA)

White: Yooh-Jung Chang (Brazil)

Commentary by Bruce Wilcox

The dominant theme of this game is intense tactical struggling, which is not a strong-point of Instant Go.

Both players are stronger than I, so my commentary will be restricted to trying to explain why they made their moves, or how one might have predicted them on purely local grounds. (Those who can, do; those who can't, teach.)

Two considerations in tactical fighting are: to play the shape vital points (SVP's) and to avoid an excess of liberties, 5 liberties are usually enough to support a skipping play, and to have many more implies that your stones are inefficient--too slow.

B9: W8 is a contact play on B7, so one might expect Black to react at 12 to gain stability. While that is a feasible move, not reacting is also possible. It implies sacrificing B7. "Dead stones are stable."

W10: This is a new move to me. I'm only familiar with W10 at b. The rest of the moves through W14 are an exercise in keeping shape. For B11, the obvious defensive SVP is at 13, but White has an SVP at 11. If Black plays 13 and White takes 11, White will simultaneously outflank Black's corner, and aim to atari B9, forcing Black to connect in an empty triangle. B11 as played preempts White in sente, aiming to push and cut from B7.

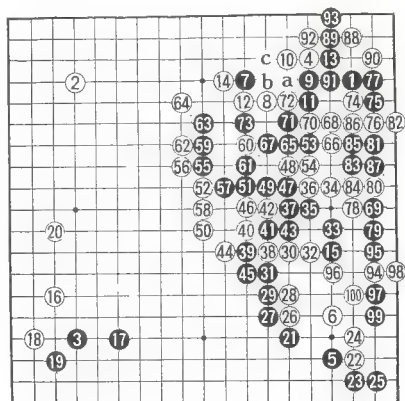
W12: What are the other choices to defend against the cut? The two obvious moves are at a and b. a contacts Black's two-stone string, making it mildly unstable, but provides a bad contact followup at 72 (which would then form an empty triangle). Besides, White would have too many liberties (6), and be placing his stone in a worthless (inside) region. b is possible, giving a good shape followup, but again the move doesn't face the outside. Among several moves that work you would prefer one that faces the outside (doing additional work).

The three indirect defenses are at 72, 12 and 14. At 72 cannot be rejected out of hand, as it does provide a nice contact pivot followup against Black's two-stone string (at 70). At 14 is another choice, but it merely invites Black to walk through the small knight's-move "linkage" it creates.

W12 as played is better than the only other outside possibility (at 72). Against either move Black will play the SVP at B13, threatening to cut and capture two White stones. White will have to defend against B13. If he has played at 72 then he will have to defend inside (at c). This would not be as good as W12 and W14, which both face outside.

W22: This initiates a contact sequence to gain stability. B23 is the expected outside diagonal response. B25 is most severe, keeping White weak in exchange for some Black weakness.

W26 continues contact for safety, with B27 again the outside diagonal block. B29 would be thick if played below 27, but White would happily turn at 29, and Black would have to defend B15 by running it up toward Black's corner, while taking territory.



Game Record 1 (1-100)

Black plays 29 to prevent White from getting good central strength. Also, since Black intends to run B15 up along the side, it is "good flow" to force White to force Black into doing what he wants to do anyway.

W30: Skipping from 3 liberties? Not actually. White's two stones have a guaranteed connection to W6 et al, and share their liberties. Black cannot successfully cut White apart.

B31: This shape-destroying move attacks the smaller of White's shapes. White at 31 would build a 3-stone shape (28,30,31), but White at 96 would build a 4-stone shape (6,26,28,96). Yet B31 is correct. Shape attack is not done by itself, but in combination with other things. A purely gote shape attack is bad. There is no sente attack on White's larger shape formation, but B31 threatens the cut, and reinforces Black's weak liberty count.

W32: A solid connection would give White too many liberties.

W34: This looks like suicide. White will end up with a new weak group, giving Black a perfect divide and conquer attack. It is suicide--but intentional. White is preparing a sacrifice.

The simple line at 34 is for W to run toward the top by skipping to 37. This would provoke Black to jump to 34, getting his territory while White remains weak. This result is unacceptable for White, so he optimizes by playing W34. This stone can eventually be sacrificed; Black will only gain the territory he would have had anyway (on a slightly larger scale). But given that White prevents Black from actually linking up to the corner, Black's own group will be weak, and he will have to fill in his territory to kill the White invasion force.

That, anyway, is one scenario. It is possible that Black won't enclose either White group (unlikely), in which case the Black group is in trouble and White has completely succeeded with his invasion.

B35: The other escape move (below 35) would allow White an immediate pivot to the left of it, and Black would then have to escape with an empty triangle.

W36: Prevents Black's easy link-up to the corner.

W38: B37 provides the perfect excuse to play this move. Once again Black's 3-stone string is unstable. If it had had more liberties, then White would have played one point higher instead.

B39: Is there no peace? This is going to commit both players to massive tactical reading. White cannot accept moving out with an empty triangle (at 41), so White will get cut off in a moment.

B41: Black cannot avoid cutting, White's shape and strength would be too good if he got the hanging connection at 42.

W44: I'm not sure this was a good forcing move. White might want the cut later. But W44 emphasizes White's central influence/moyo strategy.

B47-B49: Forced because Black doesn't want to be enclosed while allowing White safety, and White doesn't want to allow Black an easy connection to the corner.

W50: White could consider saving his middle side (invasion) group while letting his lower group die. But then walling off the Black group from the center would lose its threat (and be gote).

W52: SVP.

B53: There are too many variations here. Don't ask me.

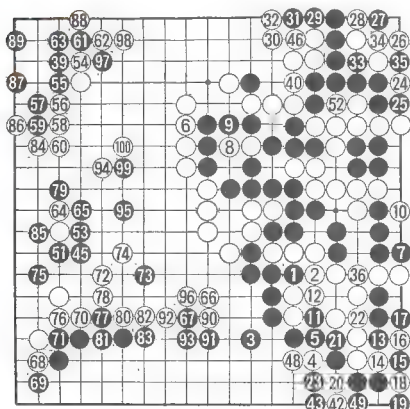
B57, W60: SVP's in sente. White turns down the opportunity for a central ponnuki with W58 at 59, because Black would capture White's 3-stone cutting string (40,42,46) and become immune to danger, while White's two groups on the right side could still be killed.

W64: Skipping with too few liberties? No. This is not a sector skip for safety, this is an enclosing move. Connectivity is irrelevant because Black hasn't time to cut, and can't cause trouble if he did.

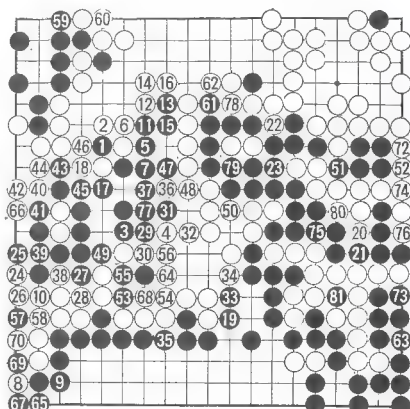
B65: Must cut White apart. White now has his outside wall--and two dying groups.

B87: Otherwise a White play here yields a seki.

B99: Black could get easy life with a sacrifice move left of 94, but only if he lets White live as well.



137 at 118, 138 at 124, 141 at 135
144 at 124, 147 at 135, 150 at 124
Game Record 2 (101-200)



271 at 208
Game Record 3 (201-281)

B103-W106: Too much for me! (Ask Matsuda.)

B123: White is dead in this area.

B135: White gets a three-step ko to kill.

B139: There are no threats for Black but territory disruption. But that may be enough.

Black wins by five and a half points after komi.

To be a top player requires lots of reading, but don't let that discourage you. For only a small amount of reading you can settle for merely being pretty good. That's undoubtedly my fate.

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A "LITTLE" LIFE-AND-DEATH PROBLEM by Don Wiener

In most endeavors one must strive for a balance between aesthetics, believed to be centered in the right-brain, and logic, believed to be centered in the left-brain. When a child learns to read, for example, he must pay careful attention to letters, parts of words, order, etc.; but he must also, on a gestalt ("whole" or "entire") level, develop an aesthetic appreciation, or "feel" for reading itself ("What's it for, Daddy?"). Learning how to read in Go is similar. The left-brain (logical) activity ("If I play here and she plays there, then I can play here and...") is, indeed, the skill we wish to develop. It is important, however, not to slight the right-brain in the process, or else one arrives at "Oh, Hell, I don't know!!" or some other such sense of disorientation. Before getting to this point one must allow the curious, pattern-seeking right brain to come in ("Hmm, what does this look like?" "How would I like this to look?" or "What looks interesting?") and suggest a direction for the left-brain to follow.

I would like to analyze the following life-death problem with these two things in mind: to help you develop your reading skill and to help you "tune in" your right-brain to the shapes and key points which determine the direction your reading should take.

Problem 1. B to play and kill W.

Look at this problem and see what you can see.

You say you're a 15-kyu and don't see anything? Try only a right-brain approach first and see if you can pick a few places to start.

You say you're 5-kyu and still can't read? Don't try to read it all, but try first to eliminate one attack by finding a way to make W live. Then try another. Then read on.

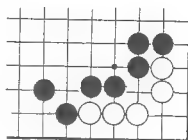
You say you're shodan? Then you should be able to read out all of the sequences I'm going to show you. In particular, you should have the first move in a matter of seconds.

Diagram 1. B should consider at least the 4 points a, b, c & d in Diag 1. All are suggested by well-known proverbs: a & b by "There is death in the hane," c & d by "Strange things happen at the 1-2 points." Take out a board and consider these B attacks in turn by trying to make W live. When you've eliminated 3 of the 4, or when you get lost or tired or crazy or hungry or fall asleep in the process, read on.

Diagram 2. Let's consider B1 (a in Diag 1).

Diagram 2A. W2 allows W to live. If B next plays a (to prevent W from easily making two eyes by playing there), then W plays b (and has two eyes anyway). In other words, W2 makes a and b "miai." (In fact,

this is as good a definition of miai as you're likely to find.) So B1 in Diag 2 fails. Look at this again and convince yourself.



Problem 1

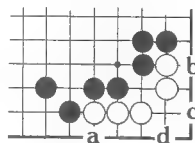


Diagram 1

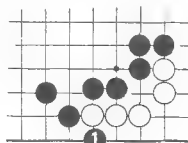


Diagram 2

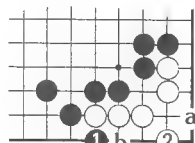


Diagram 2A

Diagram 3. How about the other hane, B1 here (b in Diag 1)?
Diagram 3A. W2 again allows W to live.

Diagram 3B. Following Diag 3A, if B continues with B3, W plays W4. After B5-W6, W has a second

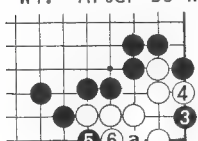


Diagram 3B

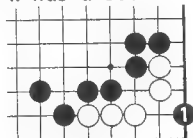


Diagram 4

Diagram 4. OK, let's consider the 1-2 points (c & d in Diag 1). How about c, B1 in Diag 4? Can W live?

Diagram 4A. W plays the other 1-2 point at 2 and, after B3-W6, it is clear that W is alive again. Compare this diagram to Diag 3B (use the right-brain). Look back at B's first 3 attempts. How did W live? How should B kill?

Diagram 5 (Correct). B1 is the key point. This is the point W took in answer to B's previous attacks. "My enemy's key point is my own" is not a proverb which is always correct (few proverbs are), but it suggests, at least, checking out B1. In this case, B1 is the killing move, but there are many W2's which B must be able to answer. Before reading on, however, I would like you to convince yourself that B1 is, at very least, the only possible killing move--that no other move will work.

Problem 2. Yes, of course it's still the same problem, but I'm calling this Problem 2. B to kill.

Diagram 6. This B3 is careless. W4 gives W a second eye at a. B5 doesn't connect to B1. The correct B3 might now be obvious.

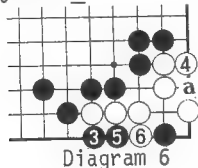


Diagram 6

Diagram 7. This B3 is correct. If W plays 4, B5 reduces W to one

eye (since B can "almost fill" W's space with a

of 4 by playing at a & b). If W plays W4 at 5, B plays B5 at 4 (ie, these points are miai) and W is still dead.

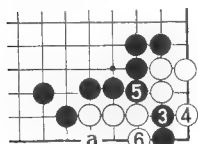


Diagram 8

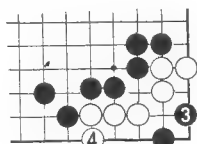


Diagram 9

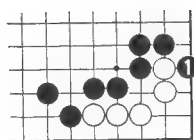


Diagram 3

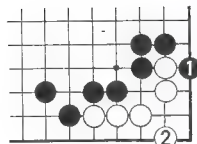


Diagram 3A

eye at a. Notice that W2 creates the same miai (at 3 & 6) as in Diag 2A.

So B1 in Diag 3 (b in Diag 1) also fails.

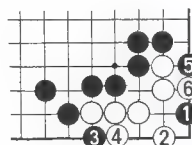


Diagram 4A

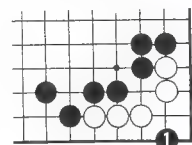
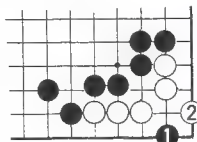


Diagram 5



Problem 2

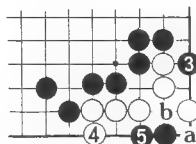
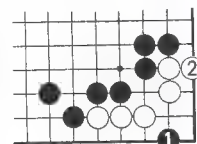


Diagram 7



Problem 3

Problem 3. What if W plays W2 here? B to kill.

Diagram 8. This B3 fails.

After W6, W has 2 eyes. If B5 is at a, W still plays 6.

Diagram 9. B3 here is the correct move. It is W's vital point. Suppose W next plays W4 here. Where should B play 5?

Diagram 10. If B plays 5 here, W6 leaves the position a "seki" (both sides live).

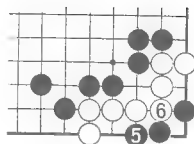


Diagram 10

Diagram 10A. To see why B cannot capture W, imagine all of W's outside liberties filled and B connecting at B1. Then if B plays atari at a or b, W captures 5 stones, enough to make 2 eyes.

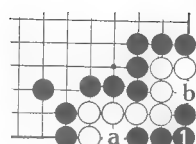


Diagram 10A

Diagram 11. B5 here, making an eye in the corner, is correct. W can try a or b next, but B has answers to both.

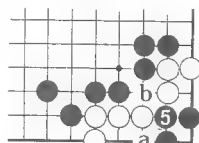


Diagram 11

Diagram 11A. If W plays 6 here (a in Diag 11), B7 kills the W group. W cannot play atari at a because he'd be putting himself into atari. B, however, can atari W anytime at b or c.

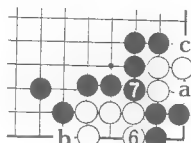


Diagram 11A

Diagram 11B. If W plays 6 here (b in Diag 11), B plays 7. If W tries to capture B with W8, B9 prevents W from playing atari at a. Once again, however, B can play b anytime to put W into atari.

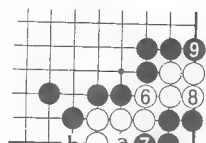


Diagram 11B

So now we know that...uh, well, we

know...uh, where are we? It is easy to "get lost" in the reading (ie, forget what you are). It is therefore good to know how to find your way back. The method for "getting found" is as follows:

First, go back to the original situation. (In a game, this amounts to wiping your vision clear of imaginary stones and look at the position on the board in front of you.)

Second, reconstruct the sequence (don't try to remember where you thought the stones would be). This is not too difficult if you let your right-brain help by pointing out key points, miai points, etc.

OK, let's try. We are trying to see what Diag 11B tells us. First, recall where B1 is. If you don't recall, try to figure it out by a process of elimination. (If you still aren't sure, see Diag 5). Next, where is W2? (Problem 3). B3? (Try to figure this out!) (Oh, alright - Diag 9). W4? (Diag 9). B5? (Diag 11). W6? B7? (Diags 11A & 11B) OK? Do it again if you're not sure.

Now, W is dead in Diags 11A & 11B. So he is dead in Diag 11 after B5 (right?). Hence, W4 (Diag 9) doesn't save the W stones. So far, B3 (Diag 9) is succeeding. Digest this fact (right-brain) before continuing to read (left-brain).

Diagram 12. Alright, how about W4 here in answer to the same B3? B to kill.

Diagram 13. B need only play 5 to kill W. Even if W answers at 6, he is dead as he stands by the ruling for "bent-4 in the corner." (See the article on "bent-4 in the corner" on page 30.)

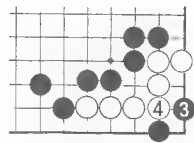


Diagram 12

You might try other W4's than those in Diags 9 or 12, but B can always kill. Therefore, which W move doesn't work?

W2 is the answer. We have shown that B3 kills W, so this W2 doesn't work (ie, it's time to consider another W2).

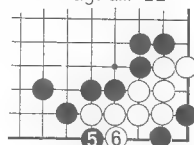


Diagram 13

Problem 4. Finally, let's consider how B is to follow this W2. B to kill.

Diagram 14. If B plays 3, W4 gives W 2 eyes. B5 can be answered by W6. B5 at 6 is answered by W6 at 5. B cannot play 5 at a either, as W can then give atari at 3. If you thought B3 would work, please convince yourself that it does not.

Diagram 15.

This B3 is correct, taking the point W needs for a second eye.

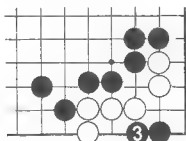
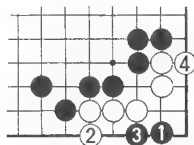


Diagram 15



Problem 5

Problem 5 (Diagram 15 again). Suppose after Diag 15 that W plays W4 to widen his space. How does B continue? (Even if you've been having trouble up until now, try to solve this on a board. You'll meet some familiar positions.)

Diagram 16. If B plays B5 here, W6 creates the same position as in Diag 10 (a seki).

Diagram 17. (Correct) So B must play B5 here.

Did you find this point? If W connects at 6, B plays 7. Once again, W_a is answered by B_b and W cannot play c. (See Diag 11B)

Diagram 18. If W plays 6 here in response to B5, B plays 7 and W cannot atari at a or b. (See Diag 11A)

Now, recreate this sequence.
(cf - Diag 5, Problem 4, Problem 5, Diags 17 & 18). Do you see that W2 (Problem 4) is thwarted?

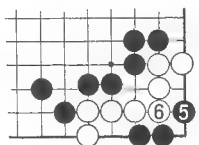


Diagram 16

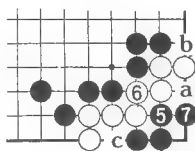


Diagram 17

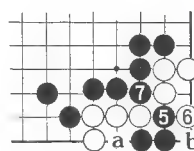


Diagram 18

Do you see any other W moves that look interesting? If so, you should analyse them, too. Since I don't see any other interesting moves, I will stop here. (Phew!)

I would like to recap some important points on reading:

1. Be systematic. If you start examining one move, don't examine any alternatives until you've read as far as you can on that one. Hint: Read the simpler sequences first--save the complicated ones until after you have some more information.
2. When you find key points and miai points, take a few seconds to appreciate them aesthetically. The information can save alot of time later.
3. If you get lost, go back and start reading the sequence over again. You will frequently have to do this more than once, but it's easier the second time, even easier the third.
4. Remember to try to maintain a balance between pure reading (left-brain) and shape appreciation (right-brain). Not only will your Go improve, but you'll enjoy it more, too.

THE 1980 MARYLAND TOURNAMENT

Story & photos by Terry Benson

The 1980 Maryland Open held up its tradition as one of the premier U.S. tournaments with its largest ever turnout: 51. This seventh edition was ably directed by Sam Zimmerman. A pleasant feature was the homemade soup,

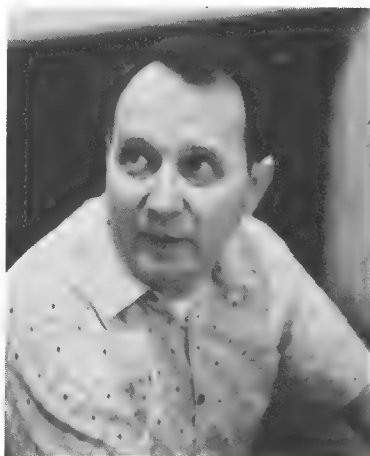
bread, vegetables and dip laid out by Jim Pickett - one could gulp in the fus-
seki, munch in the mid-game and nibble thru the yose. Jim also prepared the flyers for the tournament, did yeoman's service in preparation, and still managed to win his section!



General View

The "Open" of the tournament was a small Dan-level group of 4. As it included Shin A. Kang, AGA Eastern Champ, the outcome was rarely in doubt.

The remainder of the tournament was run on the "Baltimore Eight" system. The field was divided into sections of eight players each for a 3-round straight knockout. All games were handicapped, but in a dense field the system tends to produce even or low handicap games.



Sam Zimmerman
Tournament Director

The "Home team" did extremely well; of the 7 sections Baltimore won 4: Bill Litt (C), Jim Pickett (D), Sam Stein (F) and Shin Kang (Open). Roger Barth, one of the original organizers of the Maryland Open (along with Bob Gross) has returned to the East from two years in Chicago. The time off did him little harm; the Baltimore Go Club alumnus took section E.

Sections A and B were won by Greater Washington Go Club players. In Section A, Larry Kaufman, a converted chess player, beat perennial Section A winner Ted Drange of West Virginia. John Goon, fellow GWGC member defeated Ben Bernstein for the Section B prize.



Ben Bernstein

Final Game

John Goon

As usual this tournament drew many players from distant clubs. The carload of players from New York had a singularly "undistinguished" record: 2-10; but we had a good time anyway meeting many old friends, discussing the AGA, and slurping Jim Pickett's delicious soup.

1980 MARYLAND OPEN TOURNAMENT

#	NAME	RANK	1	2	3	#	NAME	RANK	1	2	3
OPEN SECTION						26	E SWANSON	5k	21 ¹	28 ^e	25 ^e
1	S KANG	6d	3	4	2	1st.	27	B CALHOUN	5k	22 ¹	23 ¹
2	H GONSHOR	5d	4	3	1		28	W LITT	5k	24 ^e	26 ^e
3	D WIENER	4d	1	2	4						23 ¹
4	S IKUMI	3d	2	1	3		SECTION D				
SECTION A						29	S BECK	7k	34 ¹	36 ²	30 ^e
5	D RELSON	1d	9 ^e	10 ¹	7 ^e		30	J PICKETT	7k	33 ¹	31 ^e
6	W KANG	1d	10 ¹	9 ^e	11 ²		31	G CLAPP	7k	35 ¹	30 ^e
7	T TOIYA	1d	11 ²	12 ²	5 ^e		32	S BROADBENT	8k	36 ¹	35 ^e
8	T BENSON	1d	12 ²	11 ²	10 ¹		33	C NAVROTH	8k	30 ¹	34 ^e
9	T DRANGE	1d	5 ^e	6 ^e	12 ²		34	P TRIMMER	8k	29 ¹	33 ^e
10	J B KIM	1k	6 ¹	5 ¹	8 ¹		35	H B SMALL	8k	31 ¹	32 ^e
11	E DOWNES	2k	7 ²	8 ²	6 ²		36	B SULLIVAN	9k	32 ¹	29 ²
12	L KAUFMAN	2k	8 ²	7 ²	9 ²	1st	SECTION E				
SECTION B						37	P CHANNEY	10k	41 ¹	39 ^e	38 ^e
13	J GOON	2k	17 ¹	20 ²	18 ¹	1st	38	B WEBBER	10k	42 ²	44 ²
14	T WILLIAMS	2k	18 ¹	17 ¹	15 ¹		39	R BARTH	10k	43 ²	37 ^e
15	T DUGGAN	3k	19 ^e	16 ^e	14 ¹		40	T HUANG	10k	44 ²	42 ²
16	A SILVERSTEIN	3k	20 ¹	15 ^e	17 ^e		41	B PAVLAT	11k	37 ¹	43 ¹
17	F BENHART	3k	13 ¹	14 ¹	16 ^e		42	Q DOMBRO	12k	38 ²	40 ²
18	B BERNSTEIN	3k	14 ¹	19 ^e	13 ¹		43	A ROSEN	12k	39 ²	41 ¹
19	W LEBENHEIM	3k	15 ^e	18 ^e	20 ¹		44	E SILBERMAN	12k	40 ²	38 ²
20	S SUZUKI	4k	16 ¹	13 ²	19 ¹		SECTION F				
SECTION C						45	J STEWART	13k	49 ²	50 ³	48 ¹
21	E LAWHON	4k	26 ¹	24 ¹	27 ¹		46	J RUANE	13k	48 ¹	-
22	J MOSES	4k	27 ¹	25 ¹	24 ¹		47	S STEIN	14k	50 ²	51 ⁵
23	J WARDIGO	4k	25 ¹	27 ¹	28 ¹		48	C M CURTIS	14k	46 ¹	49 ¹
24	J DELANEY	5k	28 ^e	21 ¹	22 ¹		49	S SWEENEY	15k	45 ²	48 ¹
25	D KOO	5k	23 ¹	22 ¹	26 ^e		50	M MAZEPINK	16k	47 ²	45 ³
							51	J BINGEL	19k	-	47 ⁵

Report on the New Jersey Go Tournament, Feb 9 and 10, 1980
by Bob Ryder

The 21st annual tournament for the Go Championships of New Jersey attracted 14 Dan players and 10 Kyu players to Murray Hill on the weekend of Feb. 9-10. Six rounds were contested in a Swiss-MacMahon Tournament. The new Open Champion of New Jersey is our veteran player and teacher, Takao Matsuda of New York, twice formerly North American Champion. Takao had a perfect 5-0 record, defeating each of his leading competitors in turn. In the third round, our defending champion, Ron Snyder of New York -- a rising new star in U.S. Go--attempted to stem the Matsuda juggernaut, but without success. In the fourth round, the same thing happened to Young Kwon, a former U.S. Eastern Honinbo, and New Jersey Open Champion two years ago, while in the 5th round Takao's victim was Takahiko Ishikawa of Virginia Beach, former Philadelphia Champion, and winner of several tournaments in this area in the past. By the end of the fifth round, every player except Takao had lost twice, so Takao was the Open Champion.

Regretfully Ron Snyder didn't come back the second day. Under Swiss-MacMahon rules, with only a single loss, he would have had another shot at the title if he lost no other games. We may thereby have missed seeing an epic struggle, since Takao was in excellent form.

Young Kwon won the second place prize by defeating the new New Jersey Champion, K.C. Kuo, in the last round, thus avenging an upset defeat by Kuo in the fifth round. Kuo won the New Jersey Championship by defeating both of his closest rivals. Second place in the New Jersey standings was not decided until the last round, when Harry Gonshor, four times New Jersey Champion and twice Open Champion, met the new Champion of the host Murray Hill Club, Jeff Rohlf. By winning this game, Rohlf won the 2nd prize in the New Jersey competition.

The Nidan Championship went to Tako Onishi of New York. Debbie Osborne, 2nd Dan of New York, had managed a win over Tako on the first day, but since she didn't come back on Sunday, Tako won the return match by default.

The Kyu Championship was the most hotly contested of all, and became a tie in the last round when Dave Gawley of New York caught up with the Leader, Doug West of Princeton. Tony Kwong of Kendall Park was also among the kyu leaders having beaten Dave Gawley in the fifth round; but unfortunately he could not stay for the last round.

The tournament was an enjoyable opportunity for the New Jersey players to meet each other, as well as the strong visitors from New York and Virginia. We hope they will come back for next year's Tournament, which is scheduled as usual for the second weekend in February.

NEW JERSEY OPEN GO TOURNAMENT

#	NAME	RANK	1	2	3	4	5	6		#	NAME	RANK	1	2	3	4	5	6
1	T Matsuda	6D	6	4	5	3	2		1st	13	T Onishi	2D	16	7	14	17	15	
2	T Ishikawa	6D	7	5	10	11	1			14	D Osborne	2D	12	8	13			
3	Y Kwon	6D	8	11	12	1	10	10	2nd	15	D West	1K	11	18	16	19	13	17
4	M Horiguchi	6D	9	1	7					16	T Kwong	2K	13	19	15	22	17	
5	R Snyder	5D	10	2	1					17	D Gawley	3K	20	22	18	13	16	15
6	H Gonshor	5D	1	10	9	12	11	7		18	D deCourcelle	3K	21	15	17	20	19	
7	J Rohlf	5D	2	13	4	10	12	6		19	B Simon	3K	23	16	20	15	18	
8	C Chu	5D	3	14	11					20	T Nusser	4K	17	23	19	18	24	
9	K Nishiyama	5D	4	12	6					21	B Peace	4K	18	24	22			
10	K C Kuo	5D	5	6	2	7	3	3	NJ	22	H I Maunsel	4K	24	17	21	16		
11	B Ryder	5D	15	3	8	2	6		Champ	23	B Stevens	7K	19	20	24			
12	A Kim	4D	14	9	3	6	7			24	D Barry	7K	22	21	23	* 20		

THE 2ND QUEBEC OPEN TOURNAMENT

by Tibor Bognar

The Second Quebec Open, organized by the Association Quebecoise des Joueurs de Go, was held in Montreal on May 3 and 4. It was a six-round Swiss McMahon tournament directed by Jean-Juc Reiher.

A total of 49 players participated from Montreal and Quebec City (Quebec), Toronto, Kingston and Hamilton (Ontario). The increase in participation from last year indicates that the importance of this tournament is growing. However, we were very sorry to see that none of our American friends came this time!!!!



General view of the tournament



Osamu Yokota vs Patrick Thompson
Tibor Bognar vs Bruce Amos

For the second consecutive year, the title of Quebec Open Champion went to Bruce Amos, 5-dan of Toronto. Bruce is no doubt one of the top Canadian players; we are all looking forward to seeing his performance in the Canadian Open Championship scheduled for Montreal on Oct. 11 to 13 this year.

With four wins, second place and the title of Quebec Champion (restricted to residents of the Province) went to Osamu Yokota, 5-dan of Montreal. Mr. Yokota, who also holds the title of Montreal Honinbo (awarded in a

recent tournament restricted to the 6 top Montreal area players) has clearly established himself as the top Quebec player.

Four other players, Young Chang, Boniface Kim, Yuzo Ota, and Patrick Thompson also finished with 4 wins and shared the second prize money with Mr. Yokota. A tie-breaking system gave Young Chang, 5-dan of Toronto the third place in the tournament.

Trophies of merit for outstanding performance were awarded to the following players:

Yuzo Ota, promoted to 4-d, Montreal
Patrick Thompson, 1-d, Toronto
David Coyle, promoted to 1-k, Montreal

Francois Cartier, 2-k, Montreal
Daniel House, 5-k, Toronto
Francois Leroux, promoted to 7-k, Montreal

Daniel Plourde, 11-k, Montreal
Lucien Bouthillier, promoted to 17-k, Montreal

(winner of the beginner's section)

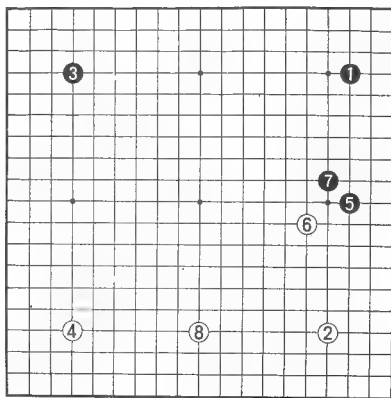


From the left: Jean-Luc Reiher, tournament director; Donald Fortin, president of the AQJG; Bruce Amos, Quebec Open Champion; Jacques LaChance, sales manager of Molson, the company who donated all the trophies.

KITANI: GO AND I
(Continued from last issue.)

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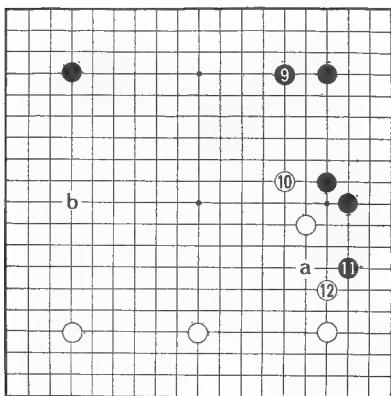
Although my new fuseki had not yet become the topic of any real public discussion, I had caused a substantial stir with my two san-ren-sei games against Maeda 5-dan and Konoda 6-dan in 1933. This game (G.R.1), which I then proceeded to play against Hasegawa Sensei in the Otea, thus became the object of some scrutiny. From the standpoint of having just dropped two games, this repeated attempt at upsetting the old style was rather risky and dangerous. I may have been possessed solely by the spirit of research; but the urge to prove the power of the star-point and of centrally oriented Go burned stronger in me with each game, and I was simply unable to suppress it.



Game Record 1 (1-8)

I started with the ni-ren-sei of 2 and 4; and, when Black played 5, continued with the knight's move at 6, awaiting the diagonal move at 7 which would allow me to go back to setting up my san-ren-sei with 8. In contrast to the previous game, I slipped in 6 before occupying the last star point on the bottom side.

Black 7 was a little tight, allowing me to view 6 as a forcing move.



Game Record 2 (9-12)

Game Record 2.

In response to Black's enclosure at 9, White 10 is a daring move. My urge to move toward the center is already appearing.

Diag 1: The knight's move to 1 was also a beautiful move, enough to cause me serious doubts about 10. But when Black jumps to 2, the effect is to contradict the original point in playing the san-ren-sei. Therefore, I rejected it.

11 is a good, obvious move. With my covering move at 12, I had embarked on my centrally-oriented voyage never to return. Playing 12 at a has no real effect on Black. He will switch to b, making the game too constricted.

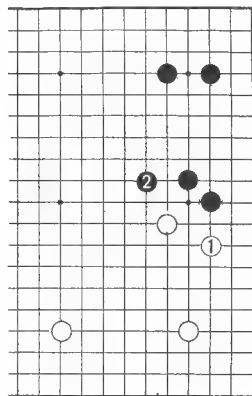
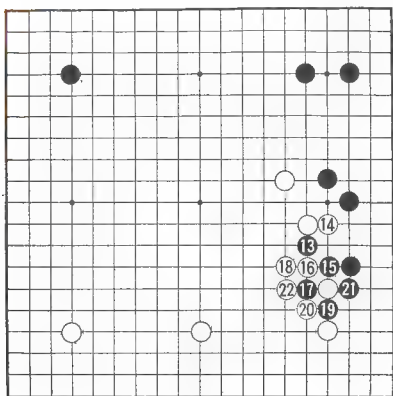


Diagram 1

Diag 2: The point of 12 is to make Black worry so much about 1 here that he won't have time to look elsewhere. This is the reason for the hand-to-hand fighting in the next Game Records.



Game Record 3 (13-22)

Newspaper, and I began to think about progressive spirit in those games. Black 13 knocks the breath out of White, leaving him gasping for his next move.

Diag 3: White may hane at 1 or somewhere, but with 2 and 4, Black has knocked the wind out of White's san-ren-sei sails.

Back in the game I extended at 14 (for lack of anything better to do) and, in response to 15, embarked on my plan by inserting at 16, but I have no idea up to this day whether or not that was correct.

Diag 4: Maybe instead of 16 in the game, the extension at 1 here would be nice and calm. If Black plays 2 and 4, the block at 5 gives White a fighting chance.

Diag 5: Getting whacked on the head with the hane at 2 here doesn't feel very good either, but the cut with 3 seems to make it possible for White. For example, if Black plays 4 and 6, White gets a game by developing with the star point on the left side, sacrificing two stones. Black has to worry about White a, and overall White can't be that dissatisfied.

In response to White 16, Black cut on the side of 17 and then gave atari with 19. But there was another possibility for 17.

Game Record 3.
Since I reached 5-dan in 1930, my Go had been stagnating, my Oteai results mediocre. The year in which I

played this game, 1933, was the year in which I was exerting great effort to move from the nadir and to break out of my rut. My desire to find a new viewpoint from which to consider the fuseki, with help from an urge to re-constitute my playing style from a different angle, drew me relentlessly into my desperate attempt. This was just the time when I was playing Go Seigen (the professional) in a ten-game match for the Tokiji the new fusekis given rise to by the

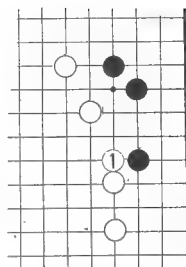


Diagram 2

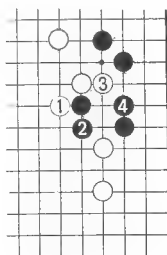


Diagram 3

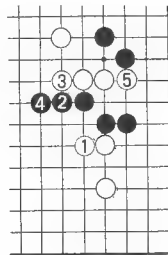


Diagram 4

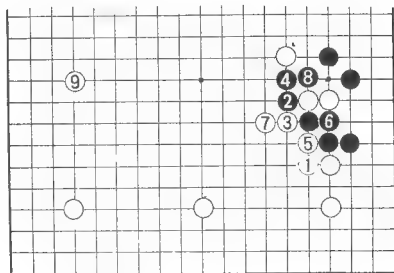


Diagram 5

Diag 6: According to the commentary of our esteemed teacher Hasegawa, the extension at 1 seems preferable from shape considerations. White will cut at 2, whereupon the turn at 3 is a good move, and the shape up to 7 arises. Two stones have been sacrificed; but Black is incredibly thick toward the center, with the atari at a and the cut at b, and he can claim success in destroying White's influence-oriented game.

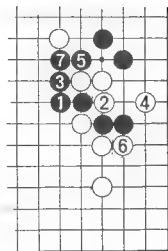


Diagram 6

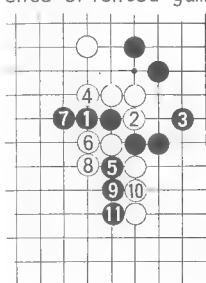


Diagram 7A

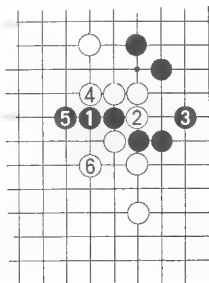


Diagram 7B

Diag 7A: If, instead of the turn at 3 in the previous diagram, Black goes all out with the diagonal move at 3, things get difficult with White's resistance at 4. If then Black 5 and 7, White plays 8 and 10, and after Black 11, White has such a good move at a that Black can't really play the hane at b, but has no other good move either.

Diag 7B: Therefore, instead of 5 in Diag 7A, Black could quietly extend at 5 here, and the White hanging connection at 6 gives Black a playable position, but not so clearly as in Diag 6.

The extension to 1 in Diag 6&7 instead of B17 in G.R.3 would have been a strong move.

Diag 8: Playing 20 at 1 here leads to an unattractive swap, giving Black the corner.

White can take the Black stones on the side of course, but only at the expense of sacrificing immense profit in the corner.

From an unusual position, the game is developing along unusual lines, but this does not protect either player's moves from possible criticism.

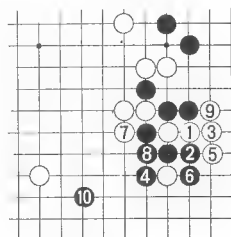


Diagram 8



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Game Record 4.

When Black cut at 24 I took once, and then discarded the corner to better implement my plan for total central orientation.

Diag 9: Natur-

ally, one's inclination is to connect at 1 here rather than playing 24 in the game. But Black 2 and 4 then cause White extreme pain. White is squeezed in the sequence

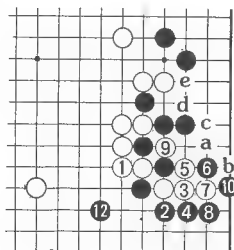


Diagram 9
(11 below 9)

up to 10, and Black gets the wonderful point at 12. There's no denying White's bad shape, and not even the sequence of White a, Black b, White c, Black d, White e can make up for it.

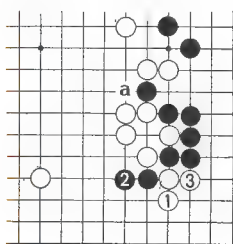
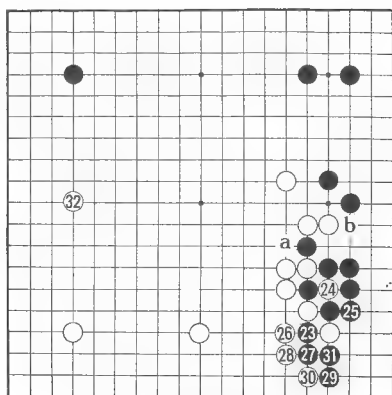


Diagram 10

Diag 10: Maybe it would have been stronger, instead of 26, to descend at 1 here, welcoming the potential fight if Black pokes at a.

At 32 in G.R. 4, I turned to a point on the left side for which I had high hopes, but the move on the right side at b, preventing Black from crossing under while depriving him of some profit would have been big. Because of the potential of Black's poke at a, it was a result with which I could not be completely satisfied.



Game Record 4 (23-32)

Game Record 5.

The knight's move at 34 in response to the approach move 33 is a Chinese idea, one that I toyed with any number of times during the New Fuseki Period. Of course, I was worried about not thinking enough about profit. My blunt emphasis on the center was showing.

Black jumped right into the 3-3 point, sticking to his profit guns. But regarding Black 37 and 39, Hasegawa Sensei had these comments:

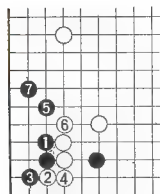


Diagram 11

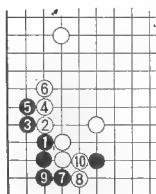
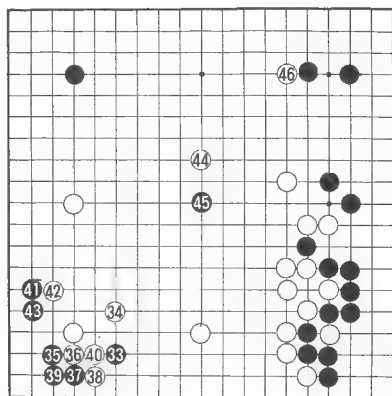


Diagram 12



Game Record 5 (33-46)

Diag 11: If Black first crawls with 1, he can continue up to the hanging connection at 7, giving him a superior result, especially considering the jump to a (I agree).
Diag 12: If White answers 1 at 2, Black can continue up to 9, taking

sente and then turning his attention to erasing White's center or some other large point.
 Since Black played 41, I was able to exchange 42 for 43 and then aggressively expand my territorial framework with 44.
 Black plunged in with 45, and a severe fight began with my attachment at 46. This game ended in White's victory, because of a mistake by Black in the middle game.
 To this day, I remember the game as the one in which the bold conceptions of the New Fuseki first yielded victory.

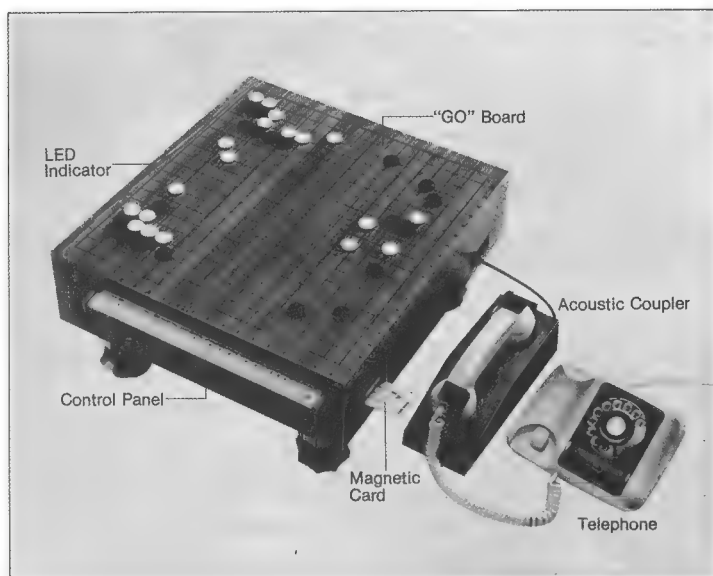
PANASONIC INTRODUCES ELECTRONIC GO GAME

Recently, Panasonic Corporation has produced two prototype models of a "Telephone Electronic Go Game." Three Panasonic engineers brought the devices to the U.S. for the Consumer Electronics Show this June in Chicago. They were referred to Terry Benson, AGA President, by Yas Nankawa and Masao Takabe to set up a series of meetings with North American organizers and players to advise on the final design of the devices. The places visited were New York (T. Benson, Glenn Jackson), Washington D.C. (John Goon), Toronto (John Williams, Pat Thompson), San Francisco (Paul Goodman, Shinju Dote). The Panasonic contacts in the U.S. are Robert Cornell and Dale Ishii.

The prototypes are well crafted wood veneer, traditional Go boards. Small LED arrows around the perimeter of the board act as intersection indicators. Using magnetic stones, the device has the capacity to recognize, record and transmit the intersections played. Connection through a modem allows play - over the phone lines - against another players (similarly equipped) at great distance and very little loss of time.

The device can also be used to play over professional games, lessons, or one's own games. Electronic logic and a voice synthesizer prompt the play of the stones.

Everyone who saw it thought it had good potential although price would be critical in defining its market. All are anxious to see the production line models available in a year or 2.



BENT-4 IN THE CORNER - A CONTROVERSIAL RULE

by Don Wiener

The position in Diag 1 is known as "Bent-4 in the corner." According to Japanese rules, W is dead. The name comes from the shape left after B plays B1&3 in Diag 2 and W captures with W4. (After this, B plays back at Δ and, as explained below, W is supposedly dead.)

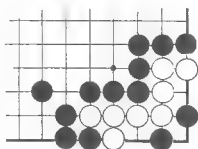


Diagram 1

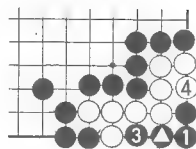


Diagram 2

Let's analyse the reasoning behind this rule.

Diag 3: First of all, W cannot play to capture B. If W plays W1, B plays B2 leaving W with a dead-3 shape (if W captures 3 stones, B plays back at 2 and W has only 1 eye).

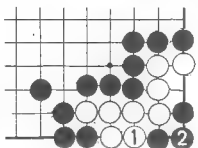


Diagram 3

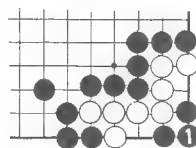


Diagram 4

Diag 4: B must now "prove" that he can capture W in order to justify the fact that W is dead. To do this, suppose that the game is over (ie, there are no other points left), and B has filled all of W's outside liberties. Then suppose B plays B1. W still cannot play to capture B. Now, supposedly, B can go around the board and eliminate every ko threat that W has (you'll see why he must do this in a moment).

Diag 5: Next, B plays B1&3 (W still passes at 2) and W, now in atari, captures at 4.

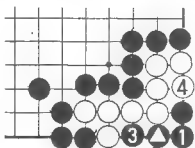


Diagram 5

Diag 6: Following Diag 5, B5 here threatens B at 6 next, which would leave W dead, so W plays 6 himself.

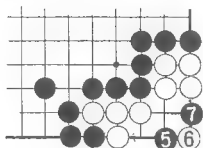


Diagram 6

But after B7, since W has no ko threats (which is why B had to eliminate

them earlier), B can capture the entire W group on his next move.

Of course, B doesn't have to do all this any more than he has to actually capture any dead W stones in his territory. Therefore, the W group in Diag 1 is dead.

The above reasoning "justifies" the Japanese ruling.

This rule is, however, somewhat suspect. The problem is the assumption that B can take away all of W's ko threats, which is not always the case.

Diag A (Double Ko): In this diagram, the W and B groups are both alive in a "double-ko seki": If B captures at a, W captures at b and vice versa. Neither player can fill one of the kos or he'll put himself into atari. Hence, no matter what B does, W can always take a ko here, forcing B to respond. If this position is on the board, W (and B, too) has an infinite number of ko threats which can never be eliminated.

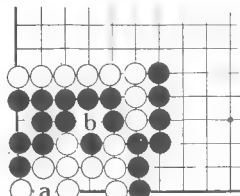


Diagram A

This is why the ruling "Bent-4 in the corner is dead" is questionable.

MY TRIP ABROAD
by Chizu Kobayashi, 5-Dan
Translated by Tako Onishi

(This article also appeared in several installments in a Japanese weekly magazine. - Ed.)

Since leaving Narita International Airport (Japan) last July 7 (1979) for New York until coming back again on Dec. 28, I have travelled many places and played many instruction games.

From Sept. 1 to Dec. 10, I was in North America as an official representative of the Japan Foundation. My base was New York City and from there made many trips to various places including Canada.

Since I wanted to attend the European Go Congress in July and August, I hopped onto a plane as soon as I came back from China. First I went to New York in order to find an apartment and to make plans for the 100 days as an official representative. This was my second visit to New York and I knew New York wasn't as bad and as dirty as people say it was, so I did not have any anxiety. People used to tell me it was foolhardy to live in an apartment alone in New York City. But any place can feel like a home base if you live there a while. True, there are many "accidents" there, but it was a thoroughly enjoyable place carrying on an ordinary life.

There is a difference of 12 hours (13 hours in the summer) between New York and Japan. Leaving Japan in the late afternoon of July 7, I arrived at New York on the same evening. Mr. Ikeya from the Japan Foundation met me at Kennedy Airport and took me to the Hotel Barbizon to drop off my luggage. This hotel specializes in female guests and a one-week charge amounts to \$18 per day. I will tell you about some episodes in this hotel some other time; it was a very interesting place.

That evening I was treated to a Japanese dinner prepared by Mrs. Ikeya and then watched the Yomiuri Giants play baseball on TV. On Sat. and Sun. evenings there are Japanese programs on TV. My first day was more "Japanese" than a typical day in Japan.

This was going to be a long trip away from Japan and, honestly speaking, I was glad to get away from the pressure of professional Go playing. Ever since I learned to play Go 20 years ago, this was my first long vacation.

All over the world, places where many tourists visit are similar. Manhattan is at the mouth of the Hudson River and there is a sight-seeing boat trip around the island. I took it. New York City is indeed a concrete jungle. They sure piled up lots of concrete on top of more concrete. Tall buildings are all over the place. New York doesn't have to worry about earthquakes, but the image of all these buildings falling down some day is awesome.

New York City streets are not as dirty as people in Japan think. 42nd Street is indeed something, though. There are many people with many purposes, and you can sure spot some shady characters.

Since Manhattan streets are mostly laid out like a Go board, there is no worry about getting lost. Running north and south are the avenues (like 5th Ave.) and running perpendicularly are the streets.

The apartment I rented was located on 56th Street between 6th and 7th Avenues, a few minutes' walk to Carnegie Hall. It was very conveniently located. It was also brand new. My apartment had a living room, a bed room, a kitchen, a bathroom and was furnished. It was very big by Japanese standards. The rent was \$700. Since they usually don't want to rent for such a short term, I was lucky to have found it. I lived there from the end of August to early December.

Zen Go Club is a few minutes walk from the apartment. I hardly knew any

people in New York, but often bumped into Go players in the streets. The New York summer is hot and humid like Tokyo. I didn't think much of it when I first came to New York from Tokyo, but I regretted it when I came back to New York after having spent the midsummer in Europe. It was late August but it was still so hot and humid, and I was overwhelmed by people, cars and buildings. What a noisy city! It was hard to imagine how those European streets could coexist with these New York streets at the same time.

My official duty was to start soon. Iwamoto, 9-Dan stopped by New York on the way back from Brazil and we held a Go instruction. In foreign countries, it is usual to hold simultaneous games for instruction; 5 to 15 games are about the range. But if it is over 10 games, it is tiring just to walk around the boards.

One feels extremely happy if you meet a Japanese acquaintance in a foreign country. When I met Iwamoto sensei, it was just before my 100-day work and I felt very much encouraged. His lifetime enthusiasm for the spread of Go throughout the world must have rubbed off on me. His recently published book, "Go to the World," fairly describes the history of the Nihon Kiin and the spread of Go to the world.

On September 1st and 2nd, the Eastern section of the USA Honinbo tournament was held at the Hotel Taft. 97 people participated from all over the eastern USA. There must have been close to 150 people altogether. This was such a record, and the organizers were kept very busy just making matches.

During the two days each participant was to play 6 games. By the 6th round, the top two players were Mr. Matsuda, who recently came in 11th in the World Amateur Tournament, and Mr. Kang, who represented the USA last year. Mr. Kang won and became the Eastern US Honinbo.

On the same two days, in San Francisco, the Western section was held. Mr. Ozawa of the Nihon Kiin, who is Asst Mgr of the Overseas Dept, took advantage of the time difference and was at the New York tournament the first day and at the San Francisco tournament the second day before going back to Japan. In the West, Mr. Kim, who came in 7th in the World Amateur Tournament this year, took the Western Honinbo title.

At the tournament I was kept busy at instruction games, analysis of the final game on the big exhibition board, and also making arrangements for visits to various localities with the people who represented those localities. Under the direction of Mr. Terry Benson of the AGA, the tournament was completely successful.

I promised Terry that I would conduct the analysis of games without the help of an interpreter, and on that day I started my career with my shaky English. Some explanations are difficult even in Japanese, so it was very difficult to conduct everything in English. Besides, unlike Japanese, Westerners like to ask questions. I was not used to American English and when someone spoke rapidly I didn't know what to do.

So I decided to ask questions myself before someone else did. Instead of asking "Is this play is good or bad," I put a more (inscrutable) oriental question, "How do you feel about this?" They were weak in answering.

I, myself, learned to play Go at the age of 5 and, by the time I was eleven, I was about Amateur 5-Dan. It was difficult for me to remember the level of knowledge of players who are about 1-Dan. For this reason my 100 days of work was very instructive for me.

I started out with very shaky English, but as I was forced to use it every day, it started to show up even in my dreams. One time I got a call from my brother in the middle of the night and in response to Japanese I must have started to answer in English. When my brother told me that my Japanese was a little funny, I was shocked completely.

My story has gone off course a little; but I should come back to the common thread touching the world of Go in the USA and Canada, which I experienced through the Go instruction games and analysis.

There are two Go clubs in New York City, and once in a while the Nippon Club sponsors a Go tournament. The New York Go Club used to be in the Village, but recently moved to 59th St. It goes by membership, and the members receive keys to the place so that they can go anytime they wish. At the moment it seems to be having some difficulty maintaining enough members.

The other club is the Zen Go Club. It is located upstairs from the Tokyo Book Store, which specializes in Japanese books. It is actually a Tea House, and anybody can go there to play Go for \$1 plus something to drink or eat. It is in a convenient location and is next to Carnegie Hall. Go players who come here seem to be evenly divided between Japanese and Westerners. By going to Zen, you can learn about Go news.

Also, players from other countries seem to come here. New York belongs to the world and many people come here for business or otherwise. Outsiders who visit New York City and want to play a game or so drop by Zen. New York City is a melting pot of races and the Whites, the Blacks and the Asians are well-represented here among the Go players.

Some non-Japanese players picked up some Japanese from the Japanese Go players and they utter phrases like "Soka, maitta" ("Aha, trouble").

My apartment was very close to Zen and I often dropped by there. On such occasions I mostly kibitzed and made comments on the games. In this sense the atmosphere was very different from Japan. Since the number of players is still small, the players feel as though they belong to a big family. It is a great feeling.

As to how well Go is known in other countries, my impression is that many people are aware of its existence. When I was in New York, many people asked me what I did for a living. One of the world famous New York City taxi drivers asked me such a question and when I answered that I was a professional Go player, he said "That's great, you must be very smart." Also, about 80% of the people who sat next to me in airplanes knew what Go was.

Even my tennis teacher said Go is harder than Chess. Although the number of people who can play Go is small, many people seemed to know that it was a game harder than Chess. As the game gets more well-known, I will feel more tension as a professional. At the moment, most professional Go players are from Japan, Korea, Taiwan and, perhaps one can say, China. There are also two non-Asian professionals, Mr. Kerwin of the USA and Mr. Wimmer of Austria. Japan has a great responsibility to the world Go community.

As you conduct Go instruction abroad, you feel tremendous responsibility. My awareness as a professional increased many fold as a result.

While I was based in New York, I hopped around to Montreal, Toronto, Washington D.C., Boston, and several neighboring Go clubs. These busy trips made me feel I was really doing something. There was also the excitement that I was working in the most lively city in the world.

The commercial business during the day and the conglomeration of all sorts of arts at night - Greenwich Village is very exciting. World famous jazz players come to play at small clubs, without fanfare. Through the windows you can see many art works by artists (or would-be artists). Along Broadway, top-notch actors and actresses entertain people every night. I went to see performances several times. You could really feel that the pros among the pros were performing.

During the 100 days of my work I visited 7 US cities and 4 Canadian cities. One of the most impressive among them was the old city of Santa Fe, New Mexico.

I call it old but, essentially, there is only one really old thing and that is the church built in 1610 during Spanish domination. What makes it unique is that there have been Indians living there since ancient times.

Also, since it is 2100 meters above sea level, the scenery is different. When I went there in mid-November, it must have snowed; there was snow here and there. I was completely surprised because I imagined the scene to be just like that in Western movies.

It is hard to describe the scene there. I've never seen anything like it before. The streets give you the impression that you are in a different time period. There are no modern buildings, only 2 to 3 story high old buildings with mud walls under the pure blue sky. On the streets Indians, who don't seem to be acquainted with modern living, were selling semi-precious stones to tourists.

I didn't plan on coming here, but I learned that there was a Go club set up by Mr. Spight, who was a friend of Mr. Benson and I was asked if I might come there because they were never visited by a professional before. Hence, I decided to go there.

Actually, I was somewhat annoyed that my schedule had gotten busier because of this trip. It was very inconvenient to get there. As a matter of fact, as I was afraid, the plane from Canada which I was to board was delayed due to snow over the Rockies and never showed up. The next plane was also delayed, and it was over-crowded as well.

About 10:10 at night I arrived at Albuquerque dead tired. Mr. Spight and his friend were there to welcome me. They also seemed to have been tired of waiting, but it turned out they were playing Go on a magnetic board to pass the time.

The words which came out of Mr. Spight were Japanese, beautifully spoken. He said he had lived in Japan for a few years about 10 years ago.

He is a professional astrologer now. He has traveled extensively all over the world and is a very interesting personality. From Albuquerque to Santa Fe was over an hour drive. When I finally arrived at the hotel it was after midnight. I was completely pooped.

The next morning Mr. Spight and a school teacher came to take me around the town, especially to the church I mentioned before. The blue sky was truly beautiful. The distant Rockies reminded me how big this land is.

In the afternoon I faced 9 simultaneous games. There were a few who had very high quality stones, which they said they brought back from Japan. One of them even had a "Kaya" board. I could feel their tremendous enthusiasm. I knew most foreigners don't bother with expensive sets. So this was quite rare. Many of the players here were scientists (there is an atomic research center here) and some of them had had occasion to go to Japan. After the games, I played a quick game with the strongest player there, who was from Korea. We played on the big board and explained various moves.

The explanation was done in English, of course, but as Go is called "hand language," a lot can be grasped by merely looking at the flow of stones. But on this occasion I was flustered by persistent questions by one man.

Finally, I managed to ask him how strong he was. It turned out he barely knew the rules. Everybody laughed. It was hard to imagine how he could have asked so many questions without knowing the game.

Santa Fe is a place I would like to visit again at a more leisurely pace.



Photo by
Sadao Ikeya

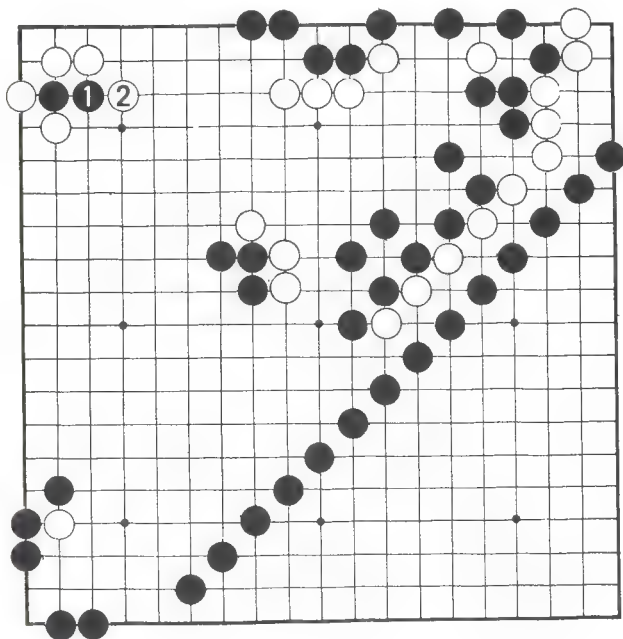
Farewell Dinner for Chizu in NY



T. Benson B. Calhoun M. Takabe M. Iamura
Chizu Y. Takahashi
M.B. Kim
Shin Kang Dr. Kamiyama

Photo by Sadao Ikeya

DOES THE LADDER WORK?
(You may need your Go board for this)



Answer on page 43

4-STONE HANDICAP GAME

Game reprinted from Go Review, Vol. 6 No. 5 with the kind permission of the publishers.

W: M. Kuwabara, 7-Dan
B: T. Saito
Comments by Don Wiener

Game Record 1.

B8 in answer to W7 is slack.

Diag 1: If W had played both 1 & 3 as here, then B4 (where 8 is in the game) would be the proper response. In the Game Record, W is "thin" and B should take the

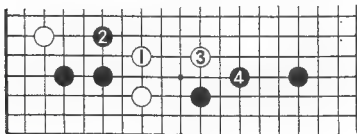
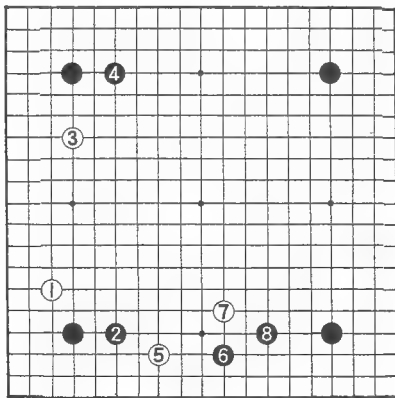


Diagram 1



Game Record 1 (1-8)

initiative by splitting the two W stones.

Diag 2: B1 (to replace his 8 in the game) is the right spirit. If W jumps to 2, B plays 3. If W4, B5 keeps W separated while developing the B corner group toward the center.

Diag 3: If W plays 4 here (instead of 4 in Diag 2) B need only stay calm and look for a way to break through W's "encirclement".

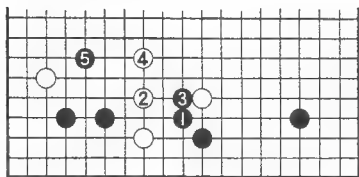


Diagram 2

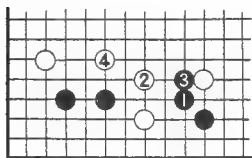


Diagram 3

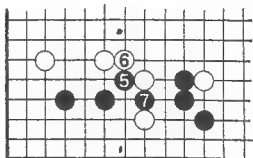


Diagram 4

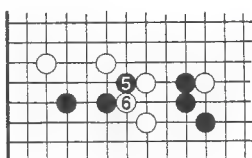


Diagram 5

Diag 4: B5 is the right move. If W tries to hold B in with W6, B7 catches the W stone on the third line.

Diag 5: W6 is a clever suji, but W is so thin that B can still keep the upper hand in the situation.

Diag 6: Continuing from Diag 5, B connects at 7

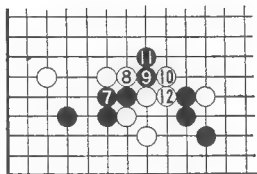


Diagram 6

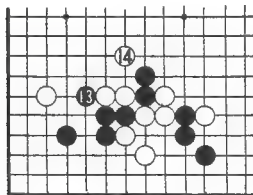


Diagram 7

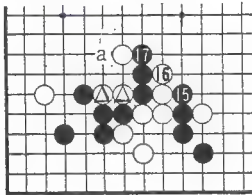


Diagram 8

and cuts at 9. W10-12 are inevitable.

Diag 7: B now comes around at 13 and W guards his two stones at 14.

Diag 8: B15 next is excellent. Not only does it strengthen his stones on the right, but it forces W16 allowing B to move out to 17 in good rhythm. Notice that B17 threatens Ba (which would capture the W's).

Diag 9: So W defends at 1 and B can now make himself safe in the corner with 2. Notice that the W group in the middle is weak, his group on the left is still subject to attack and his single stone on the right is rather forlorn. The B group in the middle only has 3 liberties, but in the running fight W has to care for 2 weak groups while B only has 1, so B should have no trouble developing these stones.

Instead of B1 in

Diag 2, B can also separate W with B1 in Diag 10. W2-B3 follow.

Diag 11: W4 to B13 is a virtually forced sequence. This result is outstanding

for B, as he has taken territory and B7 gets his head into the center

ahead of W.

Diag 12: If B tries to force at 1 here before playing B13 in Diag 11, W can play at 2.

Diag 13: B3, W4 follow. (B cannot play 3 at 4 or he will be captured by a W play at 3.) This result is

OK for B (B at Δ - W at b can be expected), but in a handicap game B would probably feel safer with Diag 11.

Diag 14: Resuming from Diag 10, if W continues with 4 in Diag 14 B could play at 5.

Diag 15: This continuation is like that in Diag 11 and, even though the Wa-Bb exchange is missing, the W stones are still captured as shown in Diag 16.

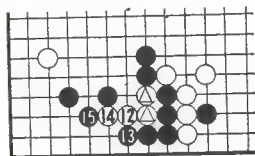


Diagram 16

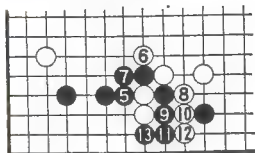


Diagram 18

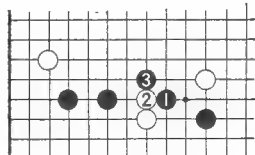


Diagram 10

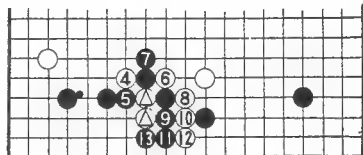


Diagram 11

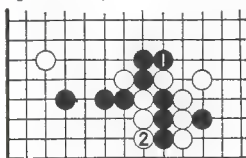


Diagram 12

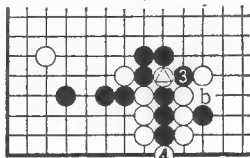


Diagram 13

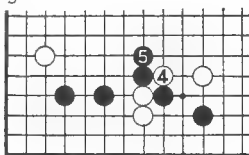


Diagram 14

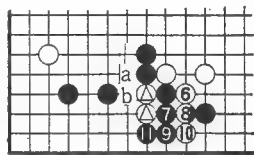


Diagram 15

Diag 17: After Diag 14 W could, however, play W6 here, and could cause considerable confusion in this 4-stone game.

Diag 18: So instead of B5 in Diag 14, B may be advised to play 5 here.

W gets a nice kikashi

(forcing move) at 6, but then the usual sequence to B13 ensues. W's force at 6 is a minus for B, but considering B's strong position here and the fight in store after Diag 17, B might prefer to take this simpler course. Also, since B is now strong, he will be able to play severely around here later.

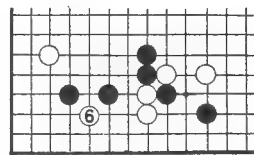


Diagram 17

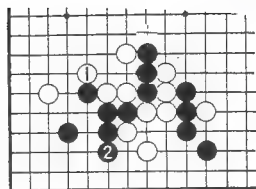


Diagram 9

Diag 19: B5 here (instead of Diag 14 or Diag 18) is useless. After W8 B is cut in pieces and cannot mount any significant attack on W.

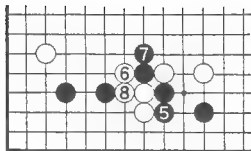


Diagram 19

Game Record 2.

W wants to get to W17&19 but first plays W9 etc. to settle his thin position on the lower side. W11 is a tesuji for making sabaki (light, flexible shape).

The B12-W13 exchange is bad for B. Instead...

Diag 20: B12 should be at 1 here. W2-B3 follow, after which W will defend at 4. Next B can play 5 and be satisfied with developing on both sides while W's stones are still not exerting much influence.

Diag 21: Suppose instead of the moves in G.R.2 W goes directly to W1&3 (17&19 in the game) without first stabilizing his lower side group.

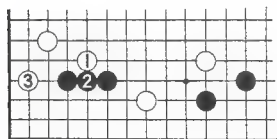


Diagram 21

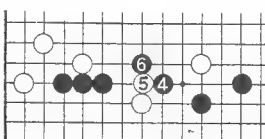


Diagram 22

Diag 22: Then B will play 4&6 leading once again to...

Diag 23: the sequence from Diag 11. Although the result here is slightly inferior for B to that in Diag 11, B can be quite satisfied as B10 is out

ahead of W in the center.

Diag 24: Back in G.R. 2, if W replaces his 21 with W1 here, B is all too happy to form a stable group in the corner with B2. This is too simple for W in a 4-stone game - W21 is the spirited move to make.

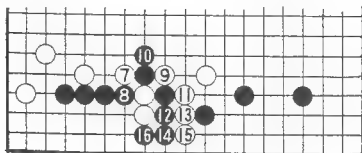


Diagram 23

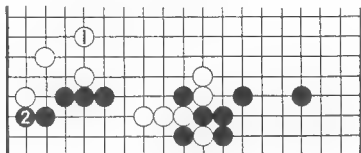
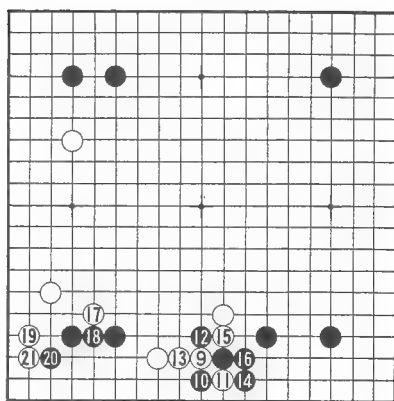


Diagram 24



Game Record 2 (9-21)

Game Record 3.

B22 is too heavy and slow, B should get out faster at b.

Diag 25: B1 here invites W2 after which B can play 3, looking toward the center.

Diag 26: If W plays 4, B5 keeps B out in the open.

B26 in the game is unnecessary and uncalled-for. W27 strengthens W immensely.

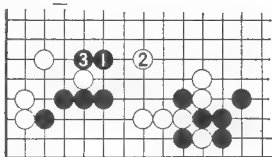


Diagram 25

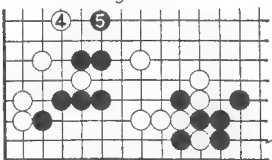


Diagram 26

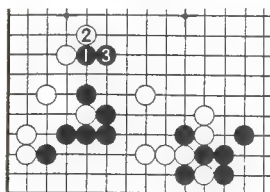


Diagram 27

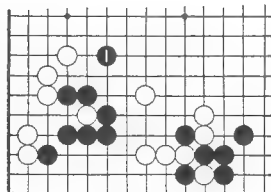


Diagram 28

of his move at 28 in G.R. 3, but this would be inferior to Diag 26 or 27.

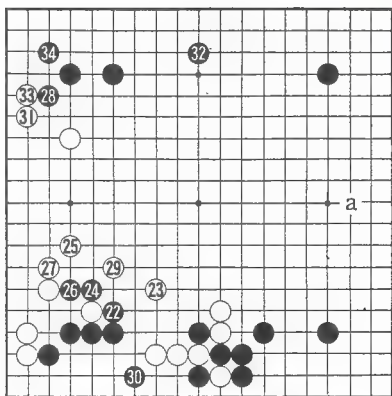
Given that B wishes to tenuki (play elsewhere) after W27, a play at a or 32 would be much bigger.

Diag 29: B1 here (32 in the game) followed by W2-B5 would expand W's side, but this exchange helps B's territory as much as W's. Thus B28 is not urgent. W33 is indispensable. If B is allowed to play here, W's sphere of influence along the left side will be severely weakened.

Diag 30: After B , B can aim at a and b to break up W's position.

B34 is correct.

Diag 31: If B plays 34 at B1 here, W can invade the corner at a any time he chooses.



Game Record 3 (22-34)

Diag 27: B should play B1& 3 here instead of 26.

Notice how B is moving toward the center while still leaving a defect in W's position at a. (This defect is gone after the B26-W27 exchange in the game.)

Diag 28: B could still escape at 1 here instead

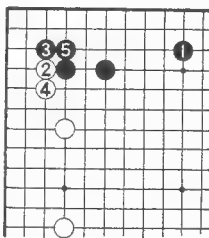


Diagram 29

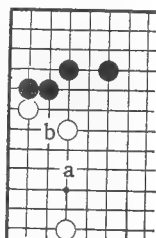


Diagram 30

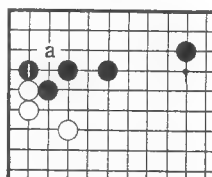


Diagram 31

Game Record 4.
B36 is bad. He should play directly at 38. B36 does not help B's upper side position much, but W37 strengthens W considerably.

Diag 32: With 36 B has lost the chance to play at a or b in this diagram, and greatly reduce W's territory. W is much stronger after the exchange.

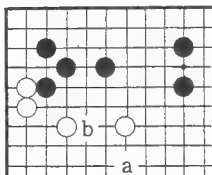


Diagram 32

Now B will find it difficult to approach the area at all.

W shifted to the upper right with W39&41. W43 is somewhat unorthodox and B44 is a good answer, making use of the stones B4 & B38.

Diag 33: B1&3 are often good in this position (instead of 44&46), but in this case W seems to have gotten too much, while B's position is a bit overconcentrated. If, after W2 B tries to separate the W stones...

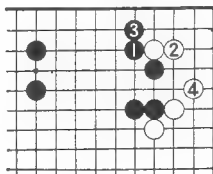


Diagram 33

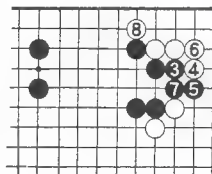


Diagram 34

Diag 34: A good example of a terrible sequence for B! W destroys much of B's potential while taking

considerable corner territory.

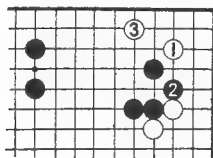


Diagram 35

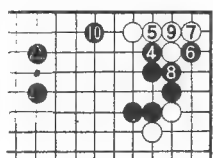


Diagram 36

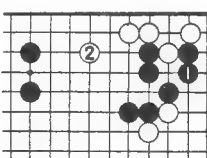


Diagram 37

W captures B6 to live). Unfortunately, this sequence, like the one in Diag 34, squanders the power of B4 and is, therefore, not good.

Diag 37: B1 here instead of B10 in Diag 36 has the same drawback.

Diag 38: Even if W plays 3 here (instead of 3 in Diag 35) leading to B4-B10, the two stones B4 have become inefficiently placed.

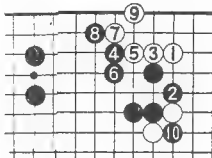


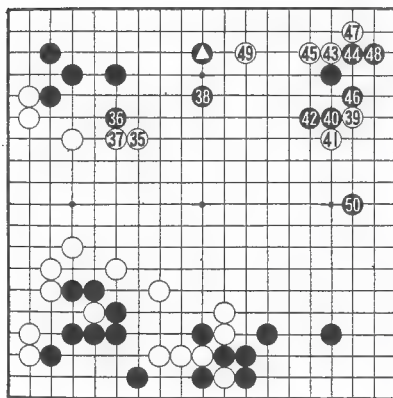
Diagram 38

Diag 39: The best response to W1 in Diag 35 is B2-10 in Diag 39. Although this "joseki" is usually considered disadvantageous for B, in this situation B's formation on the upper side is very good. Perhaps this is why W played 43 in the game.

B46 in the game is very slack. W is able to settle himself too easily on the upper side with W47&49.

Diag 40: B must play B1 here instead of 46. W can force B3 with W2, but after W4 & B5, W is in trouble on the

upper side. In addition, B is threatening to attack W at a. B's prospects are excellent as W has his hands full attending to two weak groups. Compare this with the game sequence.



Game Record 4 (35-50)

Diag 35: Back in G.R. 4, if W had played 43 at 1 here the usual play of B2, provoking W3, is followed by...

Diag 36: B4 to B10 here (after which

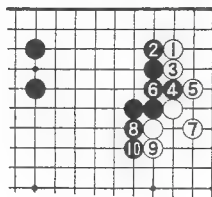


Diagram 39

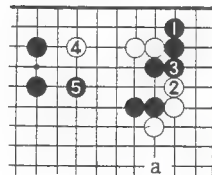


Diagram 40

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Game Record 5.

After playing W51&53 in order to leave some potential in the lower right, W plays in the last remaining corner at W55. W57 is a standard tesuji.

Diag 41: W1 here is answered by B2 leaving W very dissatisfied.

W57 must be answered carefully. There are many possible sequences, including a large number of "traps" which B can create (and fall into) if he's not careful.

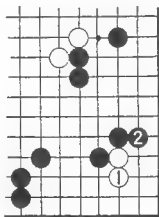
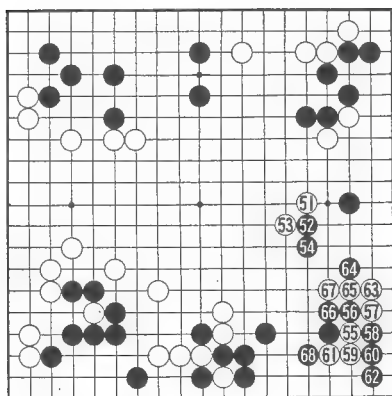


Diagram 41

B58,60,62,&64 are all very strong moves which can only be played after carefully reading out all the possible variations.

Diag 42: B1 here (instead of B58) is too easy on W. After W2-B3, W lives comfortably with W4&6.

Diag 43: Replacing B3 in Diag 42 with B3 here only forces W out to 6, again giving him an easy life. The sequences in these two diagrams are good to know as they are often correct; but in this situation B is too strong in the area to allow W



Game Record 5 (51-68)

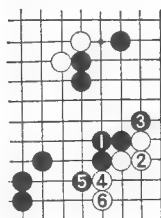


Diagram 42

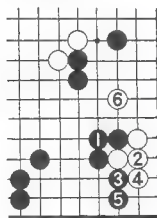


Diagram 43

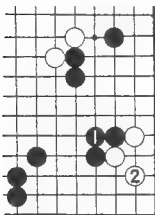


Diagram 44

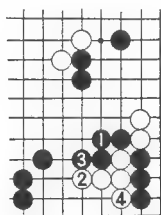


Diagram 45

such an easy time.

Diag 44: This W2 is another possibility after B1 in Diag 42 or 43.

B64 is a high-level tesuji. W must play W65&67, else B will capture W57&63.

Diag 45: If B omits B64 in G.R. 5 and plays directly at 66 (B1 here), W will play W2&4, creating many complications.

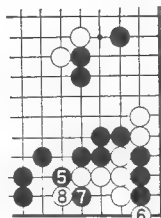


Diagram 46

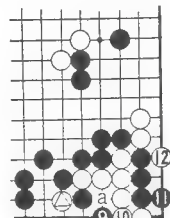


Diagram 47

Diag 46: B5, W6, B7 follow after which W has a very tricky tesuji at W8, causing B liberty problems:

Diag 47: After B9-W12, B is damezumari (short of liberties); ie. he cannot give atari at a due to WΔ.

Diag 48: The same problem exists if B plays 9 here.

Diag 49: Going back to Diag 45, if B follows with B5 in Diag 49, W6-W10 follow giving a ko. This is, of course, bad for B.

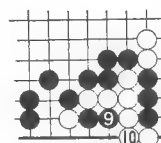


Diagram 48

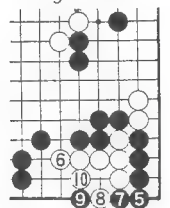


Diagram 49

Diag 50: Going back to Diag 47, B must continue with B13&15 to make W damezumari also. After B17...

Diag 51: W18-B19 follow, and now B can capture W's stones in the corner. But W's position above is clearly far superior to the one he gets in the actual game. This is why B64 was so excellent.

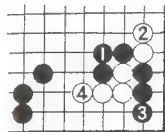


Diagram 52

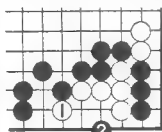


Diagram 53

Diag 52:

Going back one move, if B plays B62 in G.R. 5 at B1 here, the position reverts to Diag 45.

Diag 53: Looking once again at Diag 46, W6 is essen-

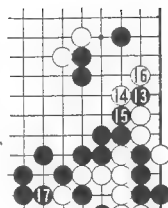


Diagram 50

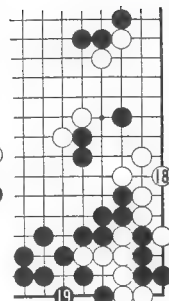


Diagram 51

tial. If instead W plays at 1 in Diag 53, B2 is the tesuji to settle the matter.

Diag 54: If W3, then B4 and W loses.

Going back to the game, while B64 was great, B68 is not best.

Diag 55: 1 in this diagram would have been advisable. B68 in the game gives W a chance to complicate matters as we see in the next Game Record.

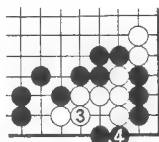


Diagram 54

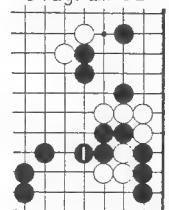
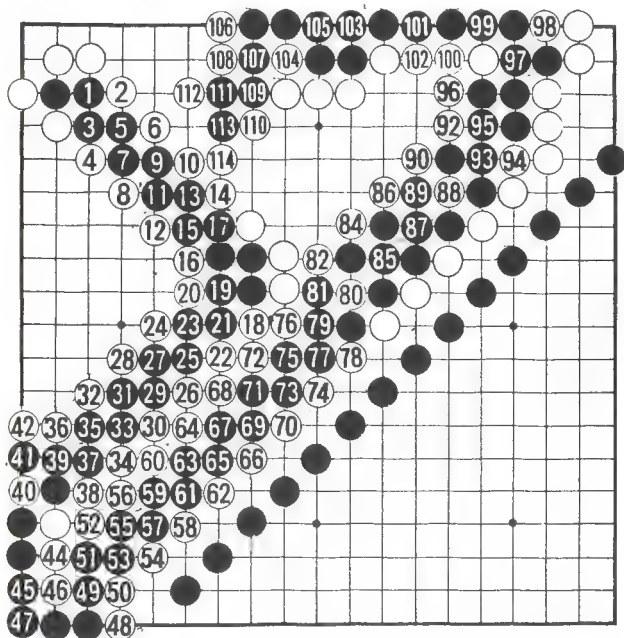


Diagram 55

Answer to Ladder Problem (page 35): YES!



43 at 40
83 at 80
91 at 88

Game Record 6.

W69&71 are sacrifices which enable W to make good shape with W73 etc.

W1 here in place of 69 is completely "tasteless," leaving W little scope for development.

Diag 57: If B plays 72 at 1 here to capture the W stone quickly, W plays W2&4 and has turned the tables on B, whose right-side stones now fall under attack.

B's play through 80 in the game is very good.

Diag 58: This W1 is a substitute for 81 in the game. The sequence through B10 can be expected, and then W11 expands W's moyo on the left. Perhaps this is a viable line for W, though B gets considerable territory as well.

After W81 in the game, B's play continues to flow nicely, as he captures W73-75-79 while still moving out toward the center & W's moyo.

B98, however, is very clumsy.

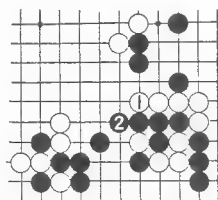
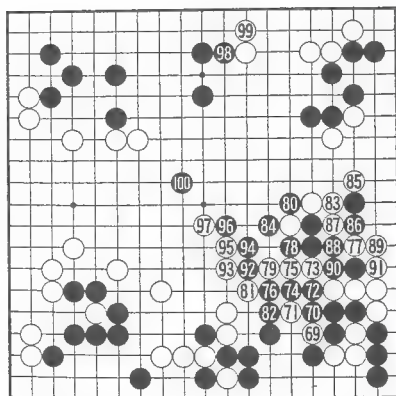


Diagram 56



Game Record 6 (69-100)

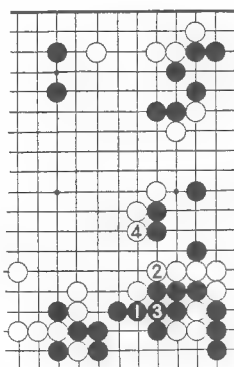


Diagram 57

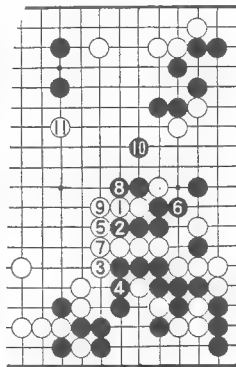


Diagram 58

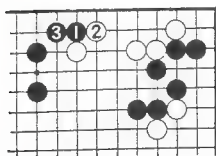


Diagram 59

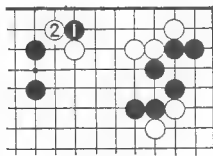


Diagram 60

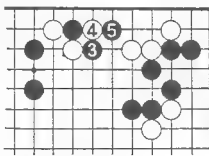


Diagram 61

Diag 59: B should attack at 1. W2 & B3 leave W's group weak. B will have no trouble moving into W's central moyo as W

must now defend this group (which will not be easy).

Diag 60: If W plays 2 in answer to 1, then...

Diag 61: B plays 3&5 to capture 3 W stones in the corner.

B100 is a good point. Compare the game result to that in Diag 58.

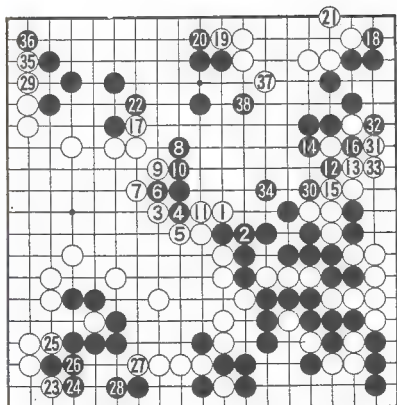
Game Record 7 (Next page)

W plays W1-9 to wall off as much territory as he can, then plays W11 to break into B's growing center. But B now plays B12-16, which clinches the game (barring any bad mistakes in the end-game).

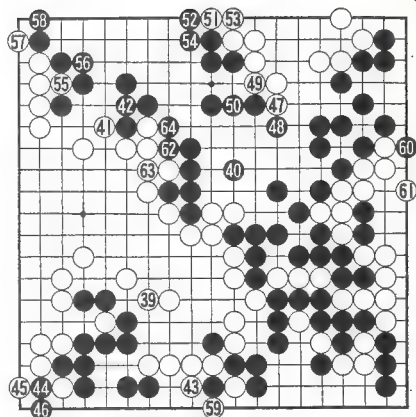
Game Record 8 (Next page)

B's play remains steady, leaving W no chance to catch up. After B164 only small end-game plays remain.

Moves after 164 omitted. B wins by 4 points.



Game Record 7 (101-138)



Game Record 8 (139-164)



Chizu Kobayashi when she was 5 years old, taking 9 stones from Kaku Takagawa, then 8-Dan and Honinbo. Seigi Kobayashi, Chizu's father, watches in the background. Chizu, then rated 2-Kyu, lost this game by 14 points..

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SEGOE: LIFE AND DEATH (Continued from last issue.)

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6. In a symmetric situation, play in the middle. This idea often has many points in common with the "double-pronged" tesuji we'll discuss later. In games, symmetric situations arise rather infrequently, so you may not get much of a chance to use this principle. Still, though, it provides some interesting tsume-go material. If you see a problem where the situation is symmetric, thinking in terms of a move in the middle will often allow you to solve it quickly.

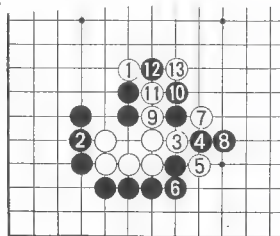


Diagram 6

Diag 6: This is a famous problem. Because of its symmetry, the solution suji is White 1. This move is the only one which allows White to avoid shortage of liberties. If White instead moves at 2 or 3, he will be taken in a snapback.

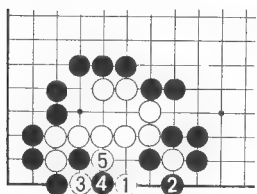


Diagram 7

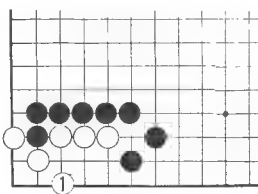


Diagram 8

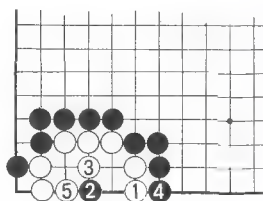


Diagram 9

7. The two-pronged suji.

This principle has something in common with the previous one, but differs in that a symmetric shape is not required. In fact the "play at the center of symmetry" suji is actually a form of the "two-pronged" suji.

Diag 7: The jump to White 1 has an effect on both the left and the right. If Black takes with 2, White sacrifices a stone at 3, and lives with 5 when Black takes at 4. If Black connects at 3 instead, White descends to 2, capturing the Black stone and living. In other words, White 1 represents a threat on both sides; it is a "two-pronged" suji. White 1 can also be thought of as an example of the "jump to the first line" suji (14), but it is probably correct to include it under this category.

8. "Live with the hanging connection" suji.

This is known for short as the "eye-life" suji.

A living shape can be created either by making eye-shape or by expanding territory, but analyzing many tsume-go problems shows that life by making eye-shape is much more common. Furthermore, achieving eye shape quickly is often facilitated by a hanging connection. In actual games as well, living shapes are often created through hanging connections.

Diag 8: The hanging connection at 1 gives life. If instead, White plays at a trying to expand his territory, the sequence Black b, White c, Black 1 results in White's death. White 1 is the suji.

9. "Live by expanding" suji, or the "territory-life" suji.

Any more than six points of territory is always alive. The idea of living by expanding territory relates to trying to create at least this much space. Of course, even with less than six points, such shapes as four-in-a-row and bent-four are alive, so expanding territory can also be an

attempt to arrive at one of these shapes. In the last analysis, though, living by expanding is much rarer than living by creating eye shape.

Diag 9 (previous page): The descent at White 1 is an example of living by expanding, creating in this case the so-called "comb" shape, which is alive.

Black plays the eye-stealing suji of 2, but White still lives with 3. This shape appears relatively often in the course of games.

10. "Kill by attacking from the outside" suji. This is sometimes expressed in the proverb, "There is death in the hane," but it should really be restated as "Attack from the outside, forcing your opponent to less than 6 points of territory." "Hane murder" is really nothing more than one case of this idea. If you become enthralled by the idea of "death in the hane," and always look only at the hane, you will end up making serious mistakes. So watch out.

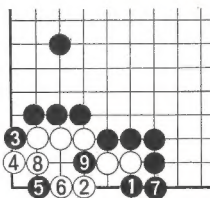


Diagram 10

Diag 10. Black 1 and 3 fall into the general category of reducing the opponent's territory from the outside, as well as that of "death in the hane." Black 7 is another example of coming from the outside, and Black 9 is a throw-in. This shape is also one that arises frequently in games.

11. The order of moves suji.

Every tsume-go problem depends on the order in which moves are played, so perhaps there was no need to include a special section. I decided, though, to place in this category problems in which questions of move order were especially prominent, to accentuate that the "order of moves" is an important principle.

Diag 11: This is a difficult problem, and I would not be surprised if even strong players misplayed it in games. Starting with White 1, getting Black to connect, is the right order. White then plays the eye-life suji of 3, and with the sequence up to 9 finally lives by capturing the six Black stones. If White omits 1 and starts with 3, then after White 8, even if he plays 1 Black will no longer answer at 2, but will push out at a instead.

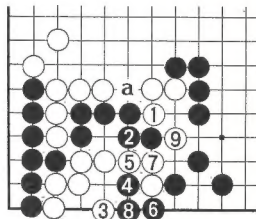


Diagram 11

12A. The under-the-stones suji.

The under-the-stones suji is the queen of tsume-go techniques. It is also known as "ato-giri," or, roughly, "rising from the ashes."

Under-the-stones problems do occur in games, but most amateurs unknowingly let them pass.

There are two major classes of under-the-stones situations, of which Diag 12A is an example of the first, which involves creating a bent-four shape. There are two cases, one in which I try to make my own stones live with the bent-four shape, and one in which I am trying to kill my opponent's stones with it. This diagram is an example of living by making my own stones into a bent-four shape.

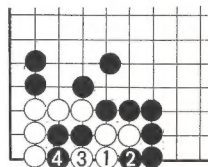


Diagram 12A

Diag 12A: White starts with 1, and when Black answers at 2, creates the bent-four shape with 3. When Black then takes at 4, White cuts at 5, taking the three Black stones and living. This is the basic bent-four shape.

12B. The under-the-stones suji.

As I mentioned, there are two major classes of under-the-stones situations. The first involved a bent-four shape, the second involves a square-four shape.

The square-four under-the-stones problems are mostly cases of trying to achieve life, but there are some exceptions.

Diag 12B: White 1 is the move which leads to the square-four under-the-stones shape. When Black plays 6 at the point where he earlier played 4, White must connect at 7. This is the move that many people overlook, and is a symptom of not having studied the under-the-stones principle.

There are any number of under-the-stones problems, and under-the-stones shapes arise in a thousand different forms, but a little study will allow you to recognize at a glance that a tsume-go problem involves under-the-stones concepts.

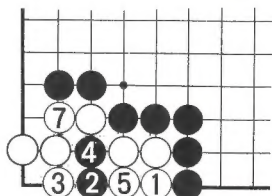


Diagram 12B

FIRST BRITISH NATIONAL SCHOOLS TEAM GO CHAMPIONSHIPS

The firsts British National Schools Team Go Championships were held at Kingsthorpe Upper School, Northampton, on March 2, 1980. Twelve teams entered with two teams travelling over 500 miles, round trip. The average age of the contestants was 15; the youngest was 12. The average strength was 15 kyu.

Victory and the Castledine Cup for the Champion Team went to Leeds Grammar School, which emerged unbeaten, with four wins. Kings Norton Boys School took second place and the Hampton School was third, each with 3-1 records.



Robin Burgess(R) of Leeds vs. Mark Hodgetts of Kings Norton in their decisive clash in the final round.

MASSACHUSETTES FALL OPEN

#	NAME	RANK	1	2	3	4	
1	Novosielski	1d	4	6	3	2	3rd
2	Myers	1d	3	8	7	1	1st
3	Bush	2k	2	7	1	8	
4	Leung	3k	1	9	5	6	
5	Peterson	4k	7	10*	4	-	
6	Reid	5k	9	1	8	4	
7	Fox	6k	5	3	2	9	
8	Casey	7k	10	2	6	3	2nd
9	Roiter	8k	6	4	10	7	
10	Evans	10k	8	5*	9	11	
11	Abrams	5k	-	-	-	10	

*Jigo (Tie)

In the last half year, the Massachusetts Go Club has begun having regular handicapped tournaments under the direction of Preston Bush. Left and below are the grids from the two most recent events. A tournament schedule is a proven stimulus for club activity and a sign of growth in the young Mass. Go Club

MASSACHUSETTES WINTER OPEN

#	NAME	1	2	3	4	
1	N. Miyagawa	5	6	4	2	1st
2	B. Wilcox	6	3	-	1	
3	B. Myers	7	2	6	-	
4	K. Leung	-	7	1	5	

#	NAME	1	2	3	4	
5	P. Allex	1	-	7	4	
6	P. Bush	2	1	3	7	2nd
7	E. Casey	3	4	5	6	

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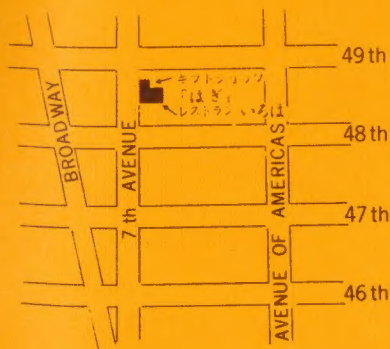
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